



“Jelly Beans Have Power”

1042-250

Network Pitch Board

Date 01/28/16

- Board Team Final
- Network Approval Board 01/28/16
- Record Board
- Animatic Scan Board
- Conformed Board
- Design Board
- Final Board



Adventure Time Created by
Pendleton Ward

Supervising Director
Elizabeth Ito

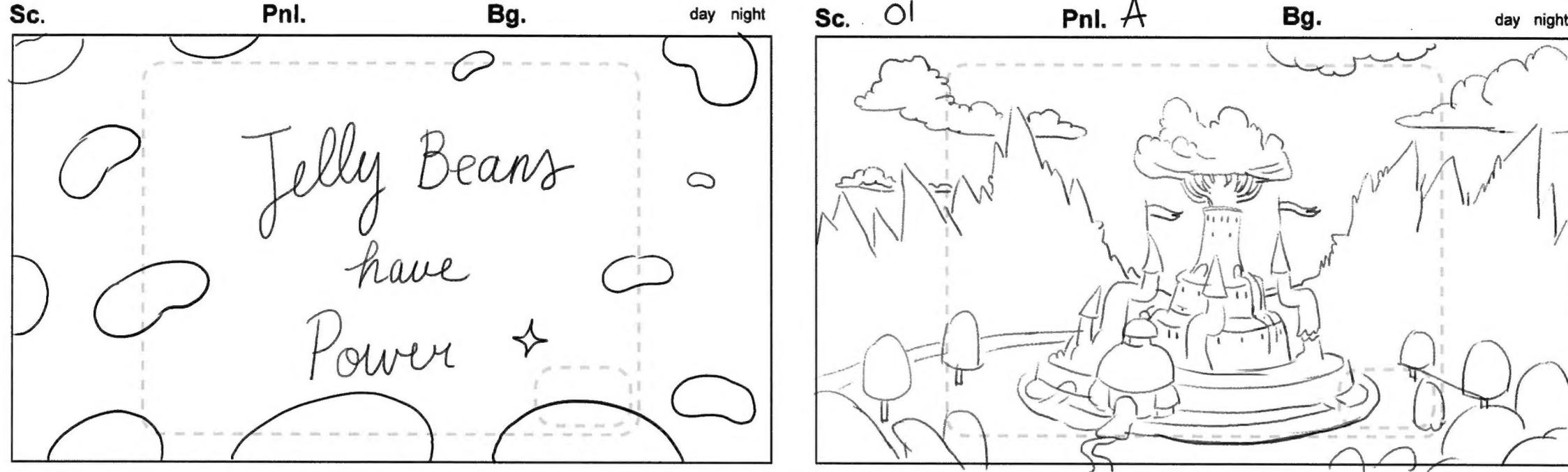
Storyboard by
Aleks Sennwald &
Hanna K. Nystrom

Animation Studio
SAEROM

ADVENTURE TIME



Page 61



Dialog:

SFX: *SPRRRT! *

(0/5)

SLIME PRINCESS : HA HA HA HA...

Action:

- Outside shot of Candy Kingdom

Timing:

Production :

1042-250

EPISODE #

ADVENTURE TIME

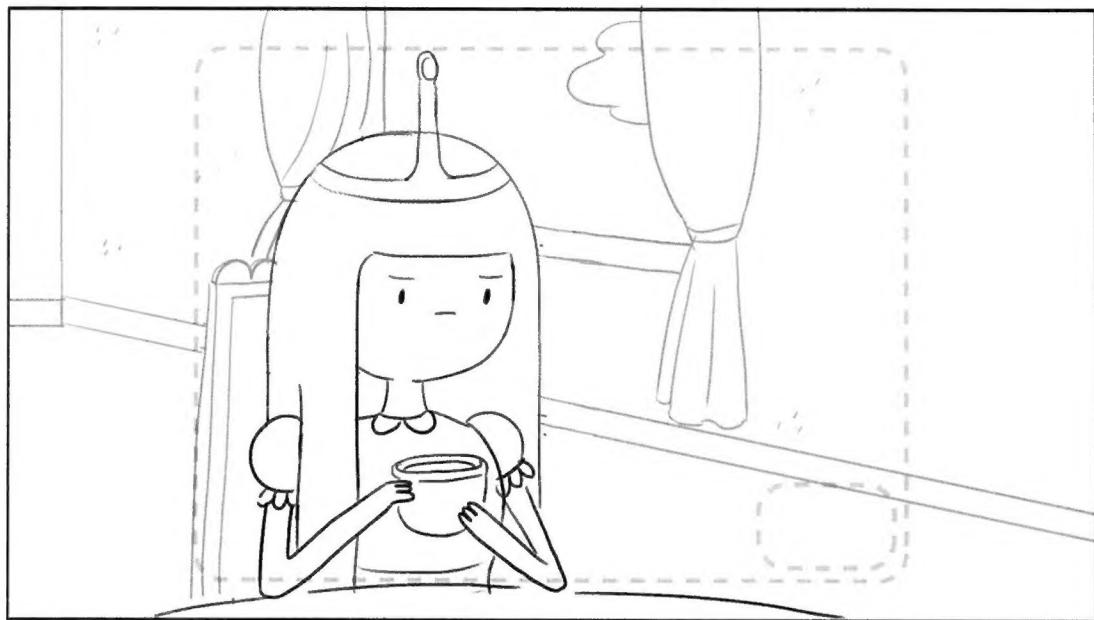


Sc. 2

Pnl. A

Bg.

day night

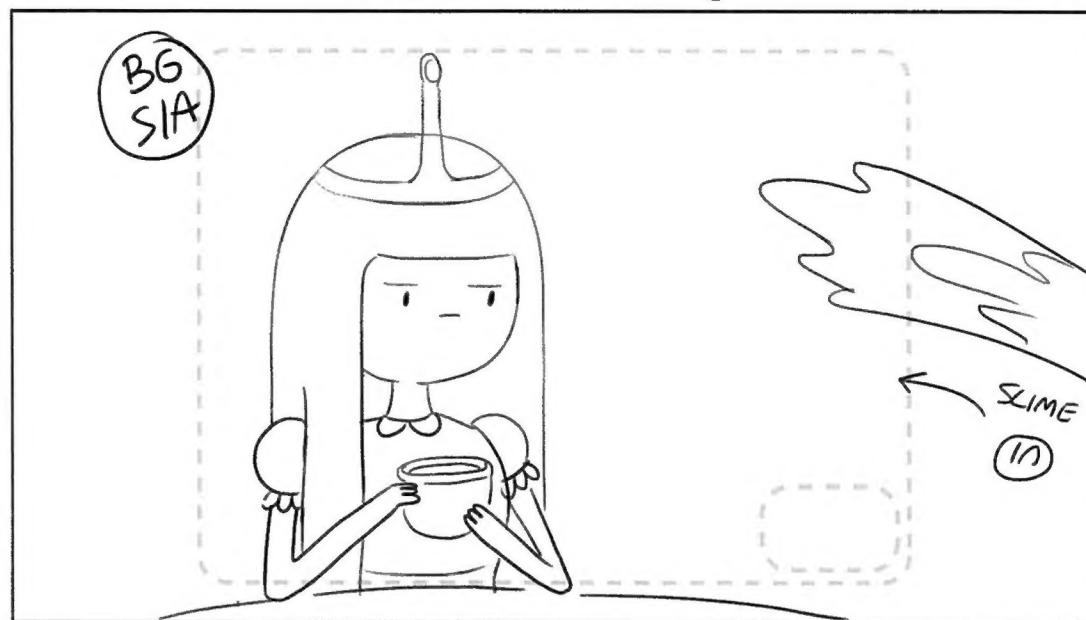


Sc. 2

Pnl. B

Bg.

day night



Dialog:

SP: ... AND THEN I WAS LIKE--

SFX: *SPRRRT/*

Action:

- SLIME JET SHOOTS ON/S.

Timing:

Production :

1042-250.

Page 12

EPISODE #

ADVENTURE TIME

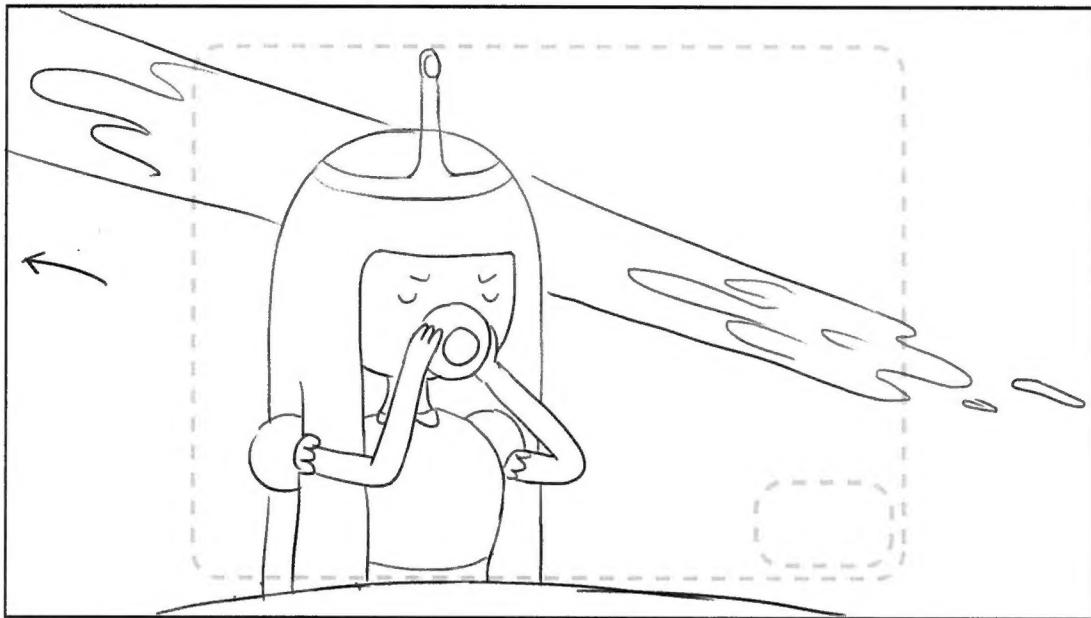


Sc. 02

Pnl. C

Bg.

day night

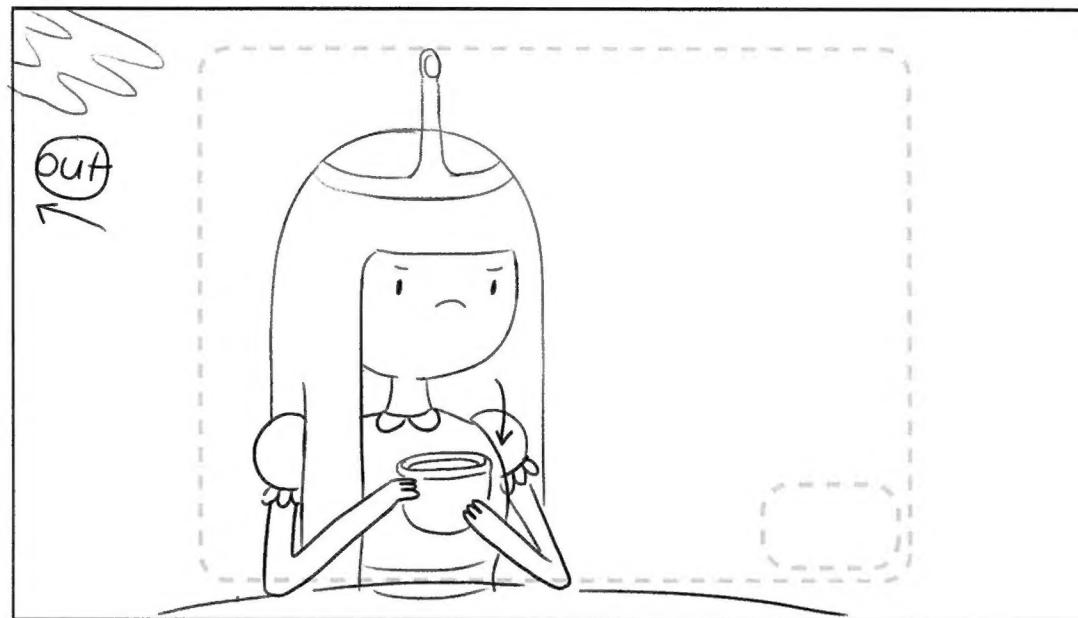


Sc. 02

Pnl. D

Bg.

day night



Page 03

Dialog:

SP: there's a slime and place for everything.
(O.S.)

SP : And they were all --
(O.S.)

Action:

- SLIME JET CONTINUES THROUGH SCENE.

Timing:

EPISODE #

Production :

1042-250

ADVENTURE TIME

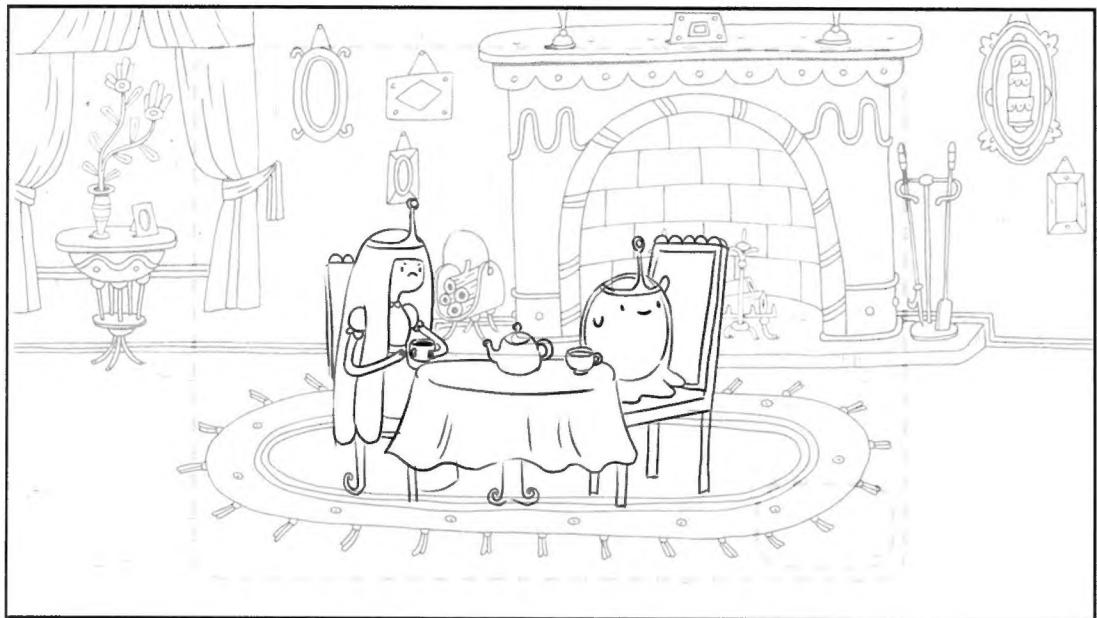


Sc. 3

Pnl. A

Bg.

day night



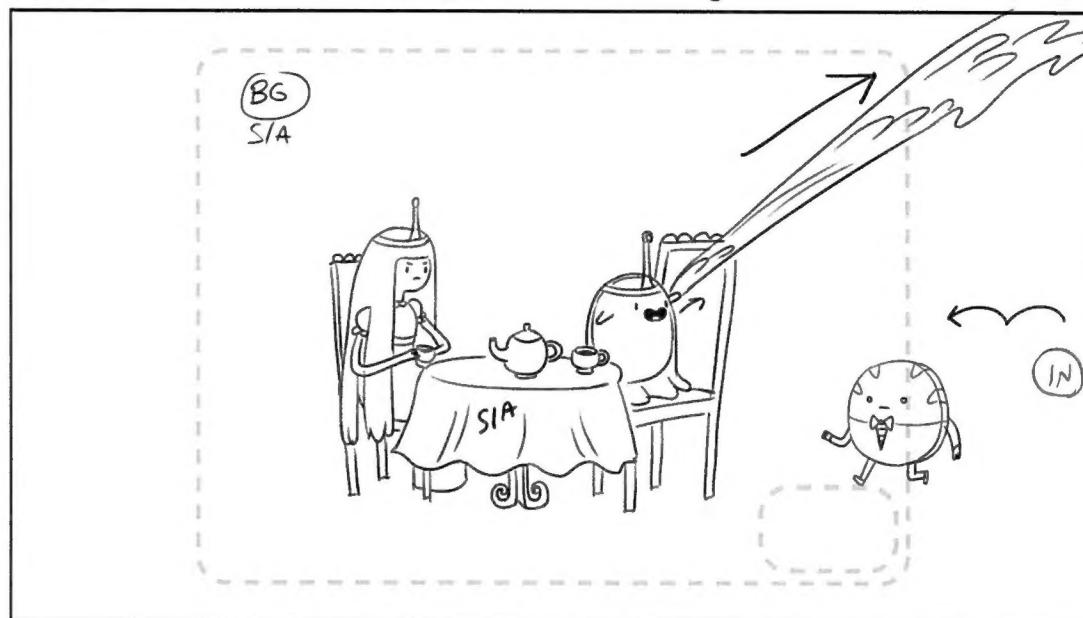
Sc. 3

Pnl. B

Bg.

day night

Page 04



Dialog:

SP: OMG, SO COOL!

SP: YOU'RE THE GREATEST.
- slime elemental eveeer.

Action:

-SP SHOOTS ANOTHER SLIME JET.

-PCP-BUT WALKS ON/S.

Timing:

ADVENTURE TIME



Sc. 3

Pnl. C

Bg.

day night

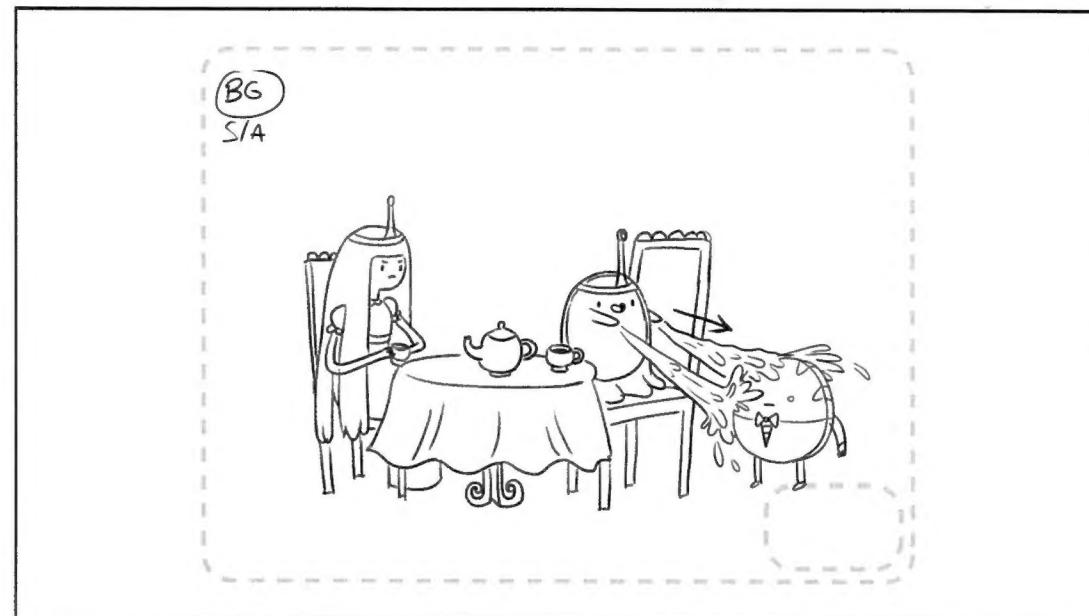
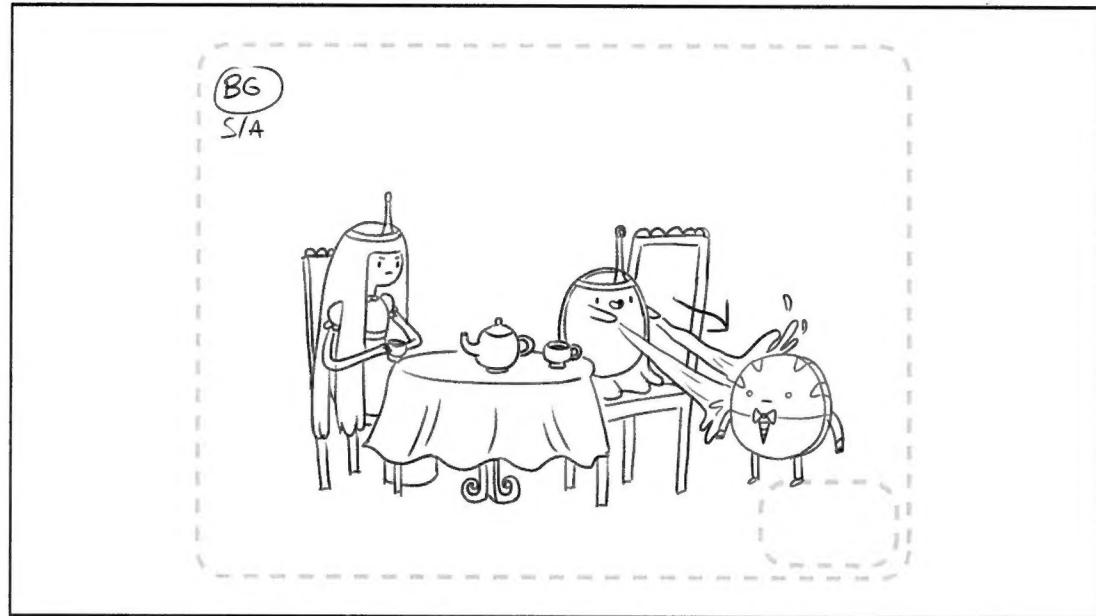
Sc. 3

Pnl. D

Bg.

day night

Page 05



Dialog:

SP : Too bad you didn't invite Flame
Princess and Patience ST. PM --

SP : To this, party celebrating my new
powers!

Action:

- SP slimes PepB

Timing:

ADVENTURE TIME

Sc. 3

Pnl. E

Bg.



day night

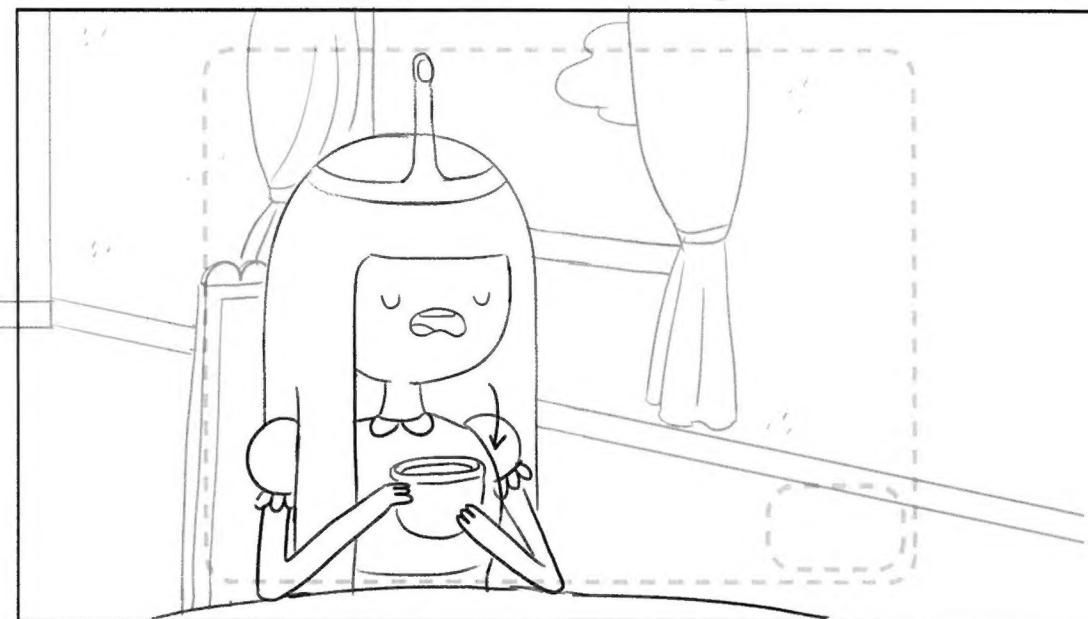
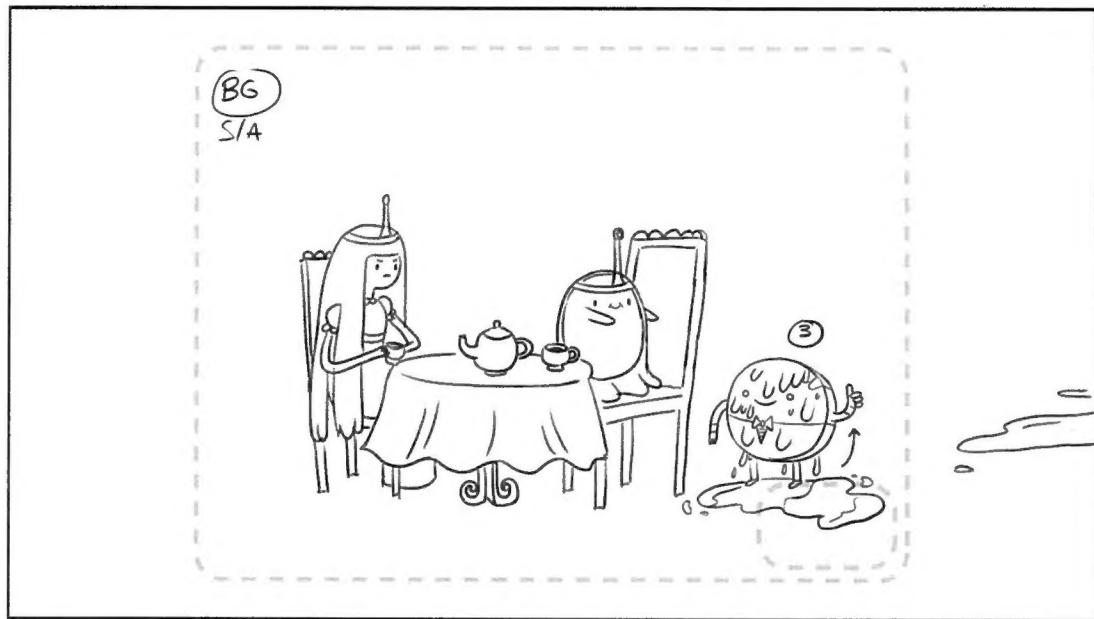
Sc. 4

Pnl. A

Bg.

Page 06

day night



Dialog:

PB: It's not to celebrate --

Action:

- PEP BUT GIVES A THUMBS UP.

Timing:

Production :

1042-250

EPISODE #

ADVENTURE TIME



Sc. 4

Pnl. B

Bg.

day night

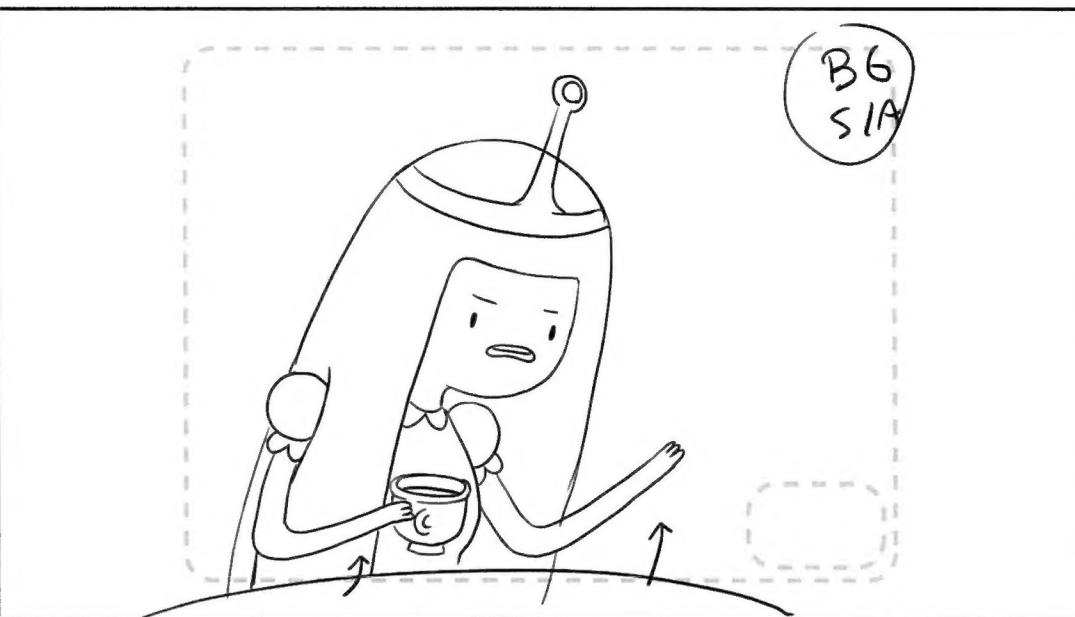
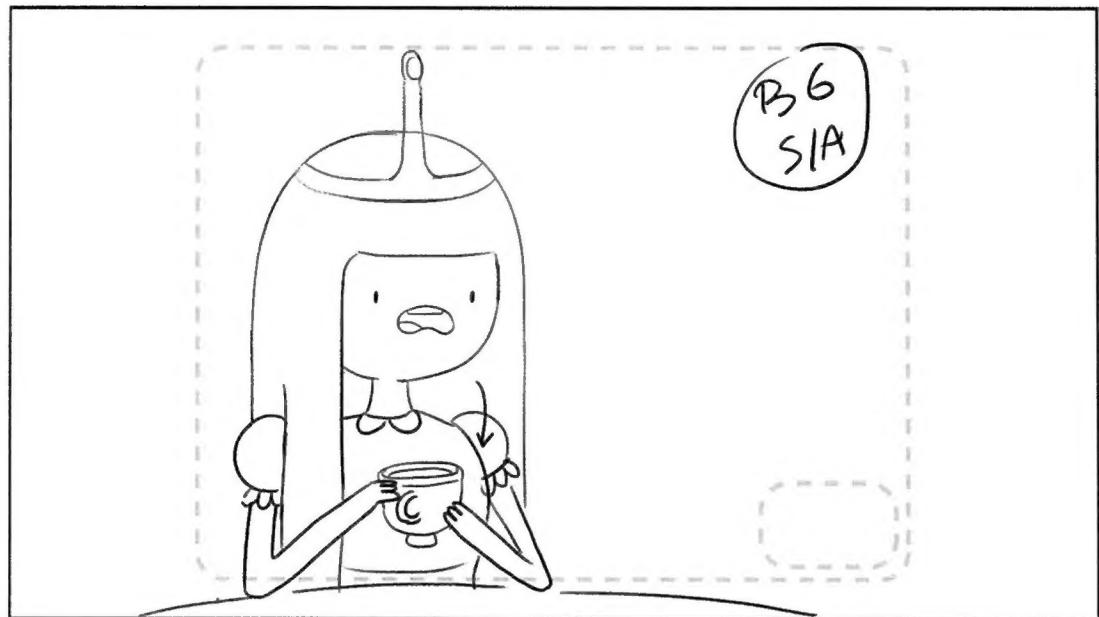
Sc. 4

Pnl. C

Bg.

day night

Page 07



Dialog:

PB: Wait, Patience is totally Crabcakes!
alt: Wait, Patience is totally nutcakes!

PB: She kidnapped us and messed with
our molecules.

Action:

Timing:

ADVENTURE TIME

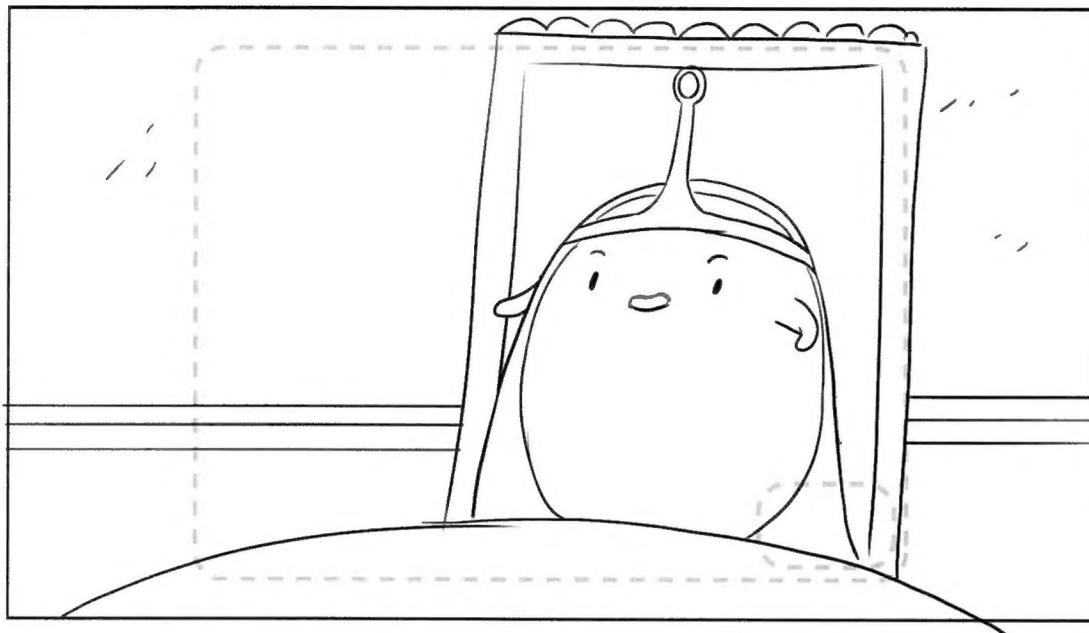


Sc. 4

Pnl. D

Bg.

day night

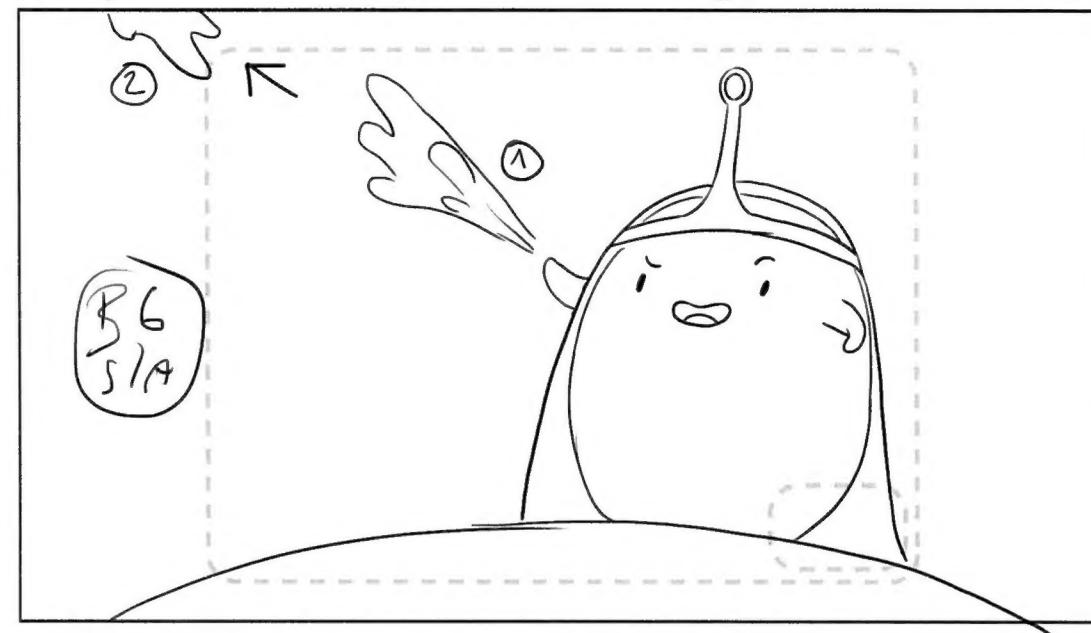


Sc. 4

Pnl. E

Bg.

day night



Dialog:

SP: SO WHAT --

SP: She gave us these groovy
POWERS.

Action:

- SP SHOOTS A FLAME

Timing:

Production :

1042-250

Page 08

ADVENTURE TIME

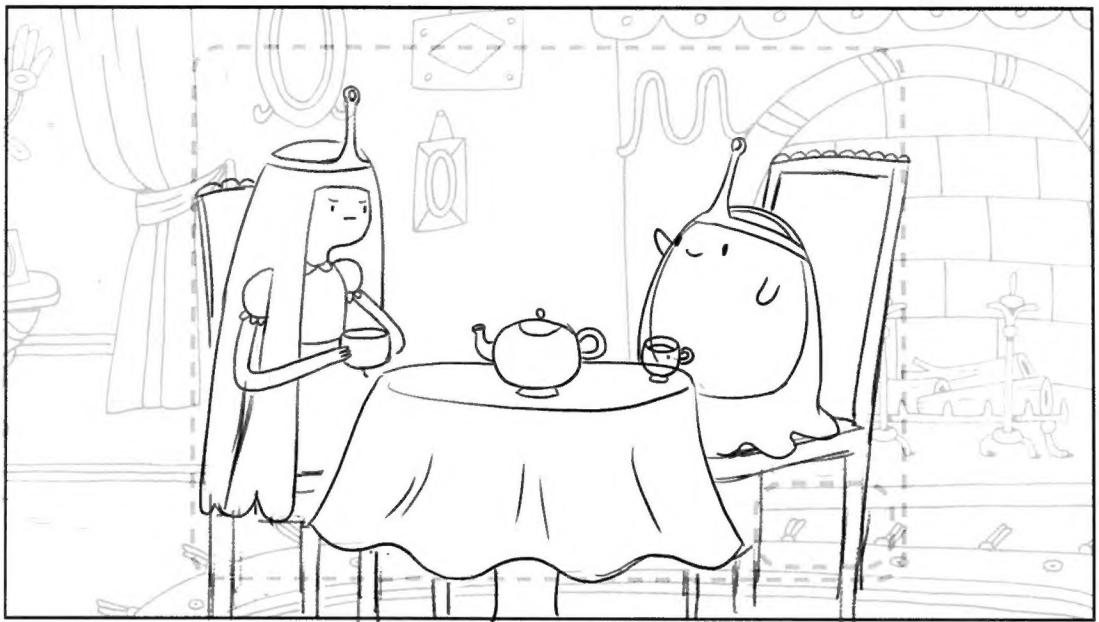


Sc. 5

Pnl. A

Bg.

day night

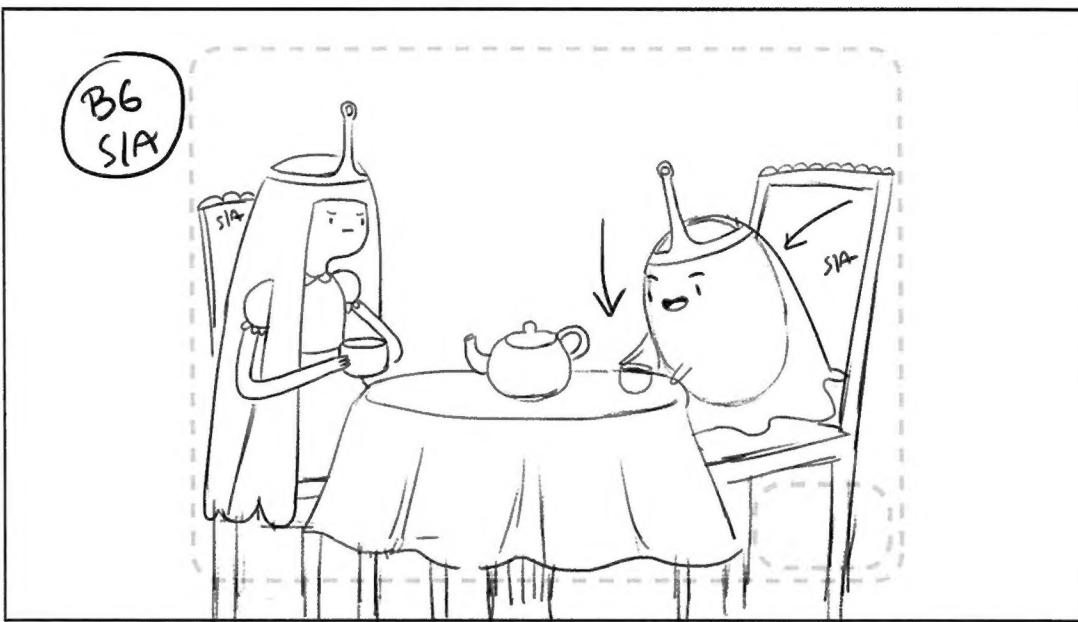


Sc. 5

Pnl. B

Bg.

day night



Dialog:

SP: My whole kingdom hasn't
stopped applauding for days

Action:

- SP ANTICS DOWN.

Timing:

Production :

1042-250

Page 09

EPISODE #

ADVENTURE TIME



Sc. 5

Pnl. C

Bg.

day night

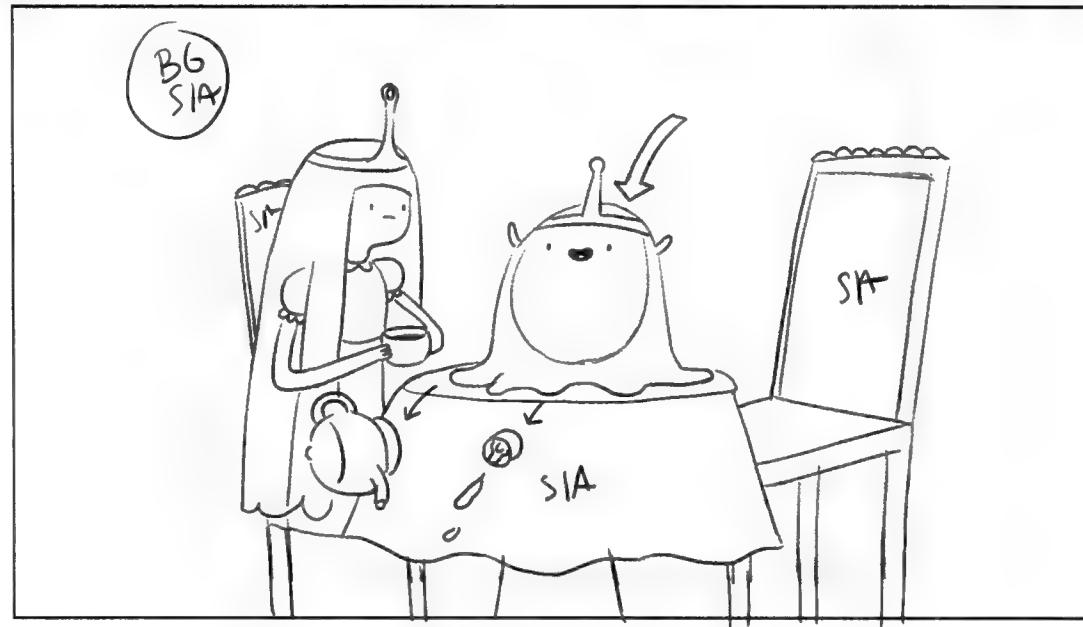
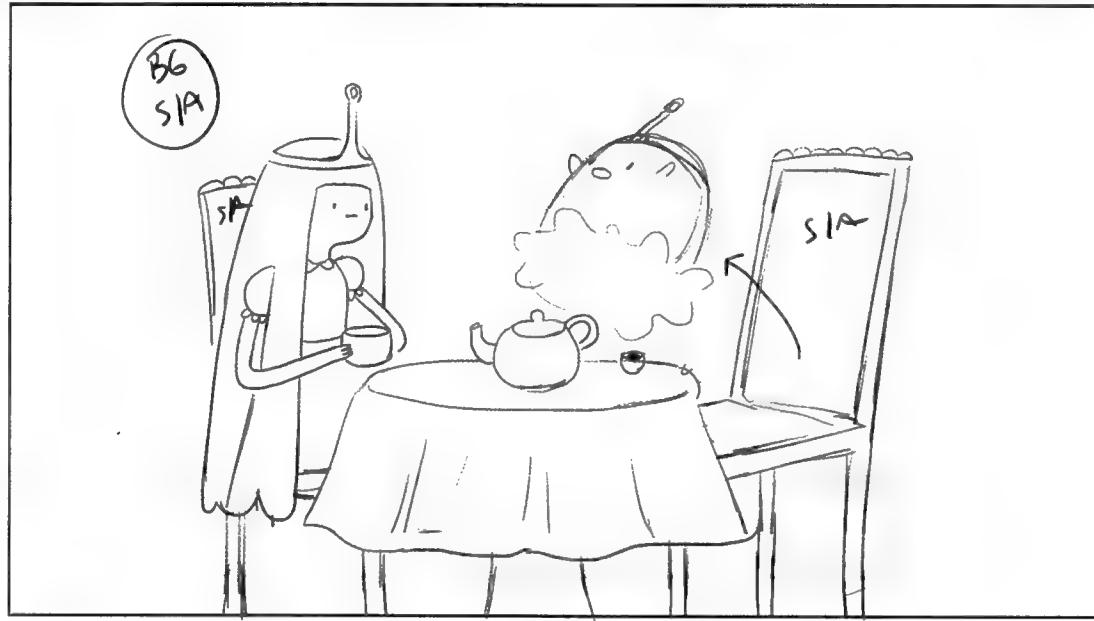
Sc. 5

Pnl. D

Bg.

day night

Page 10



Dialog:

SP: TRY not clapping --

SP: -- for this!

Action:

- SP HOPS ONTO TABLE, KNOCKING
POT AND TEACUP OFF TABLE.

Timing:

EPISODE #

Production :

1042-250

ADVENTURE TIME

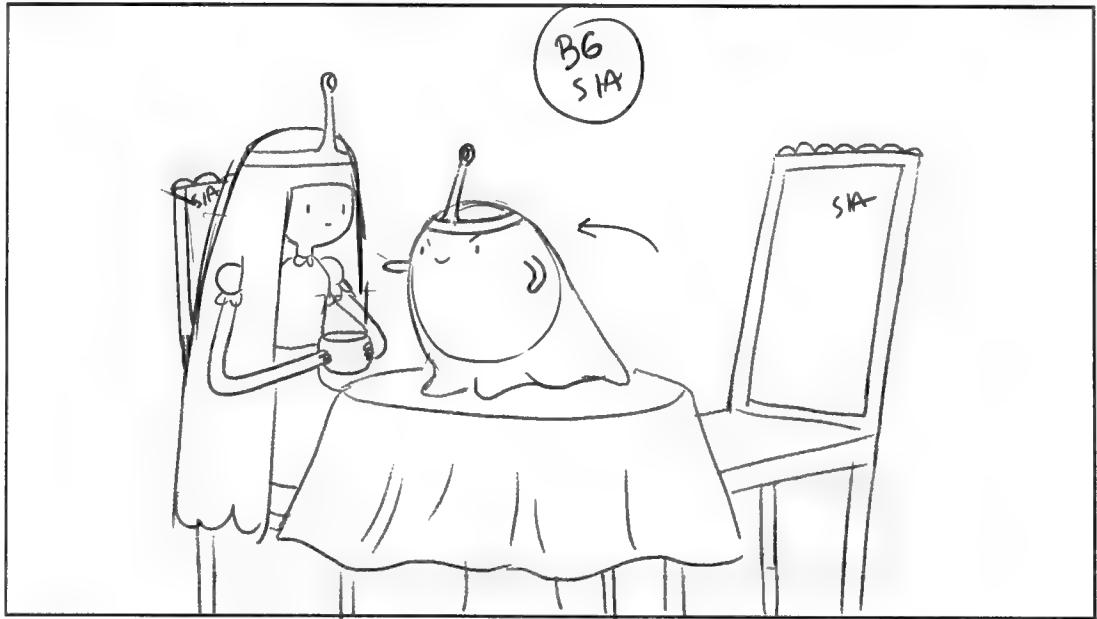


Sc. 5

Pnl. E

Bg.

day night

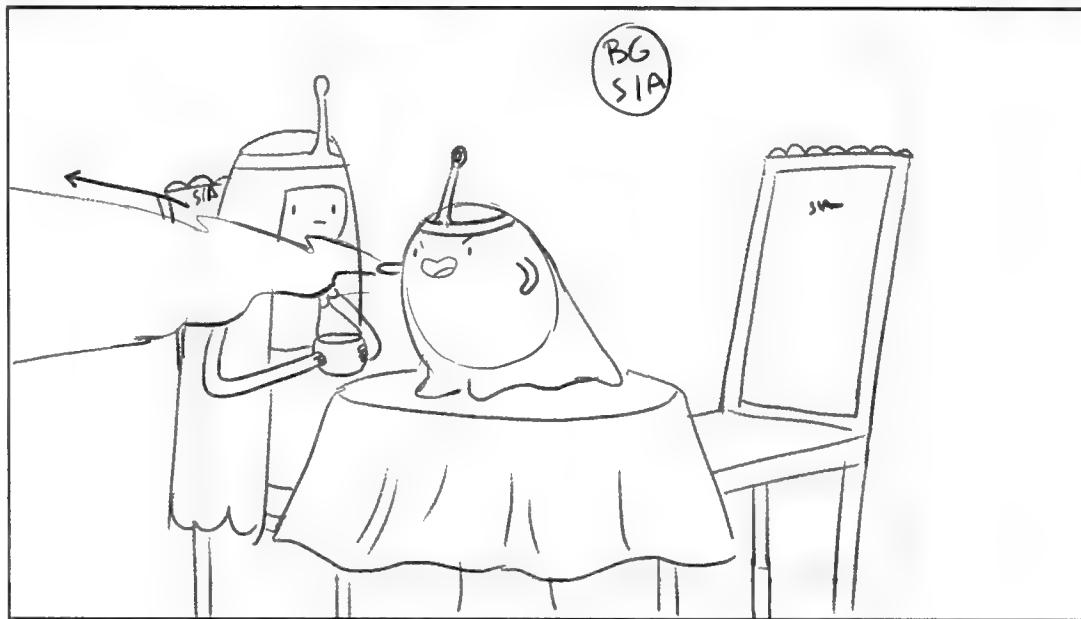


Sc. 5

Pnl. F

Bg.

day night



Page 11

Dialog:

SP: East coast slime!

Action:

- SP SHOOTS SLIME JET OFF/S.

Timing:

Production :

1042-251

EPISODE #

ADVENTURE TIME



Sc. 5

Pnl. 6

Bg.

day night

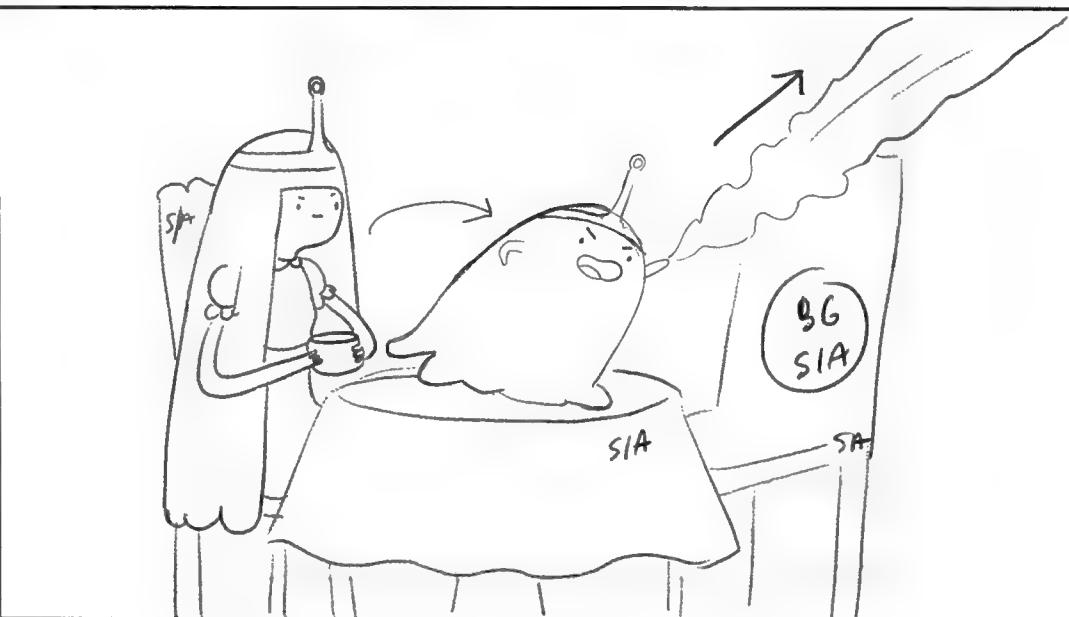
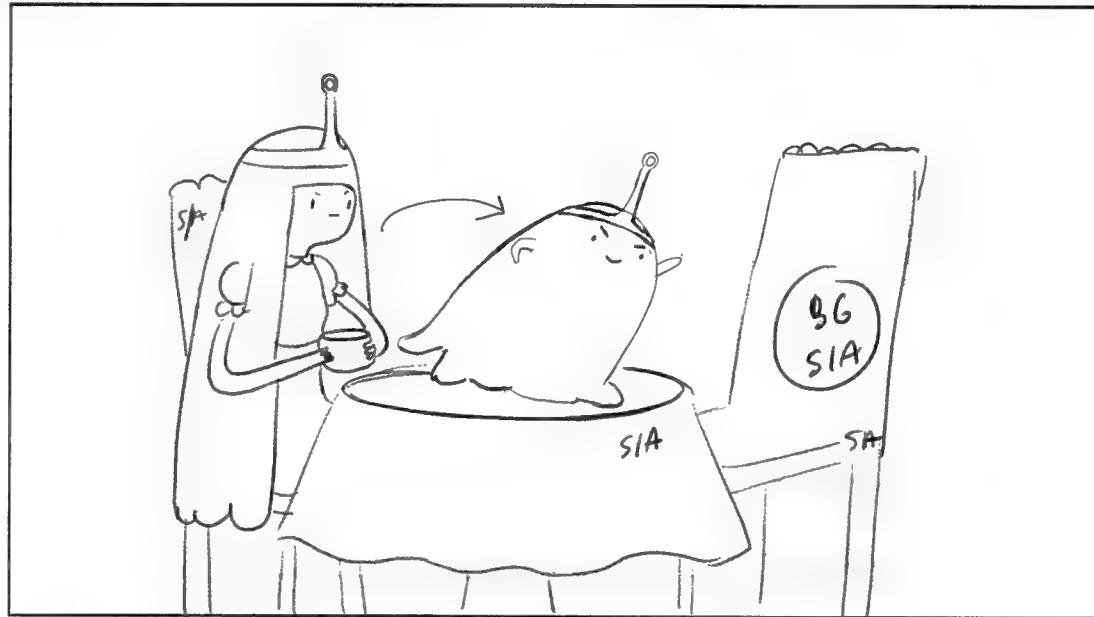
Sc. 5

Pnl. 7

Bg.

day night

Page 12



Dialog:

SP : WEST COAST Slime!

Action:

- SP SHOOTS SLIME JET OFF/S TO THE RIGHT.

Timing:

Production :

1042-250

EPISODE #

ADVENTURE TIME

Sc. 5

Pnl. I

Bg.



day night

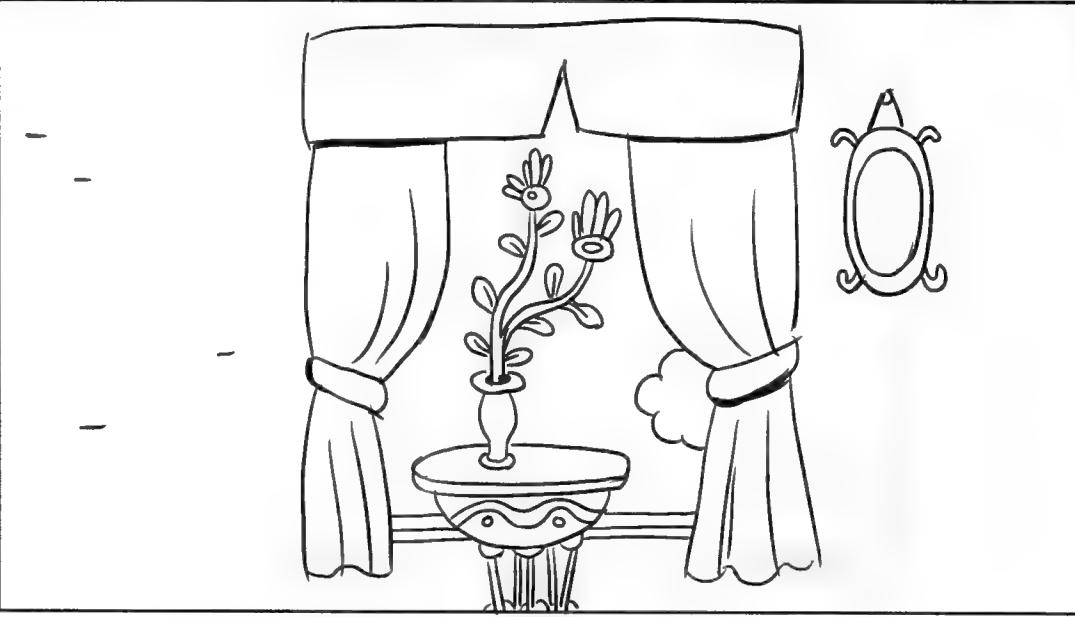
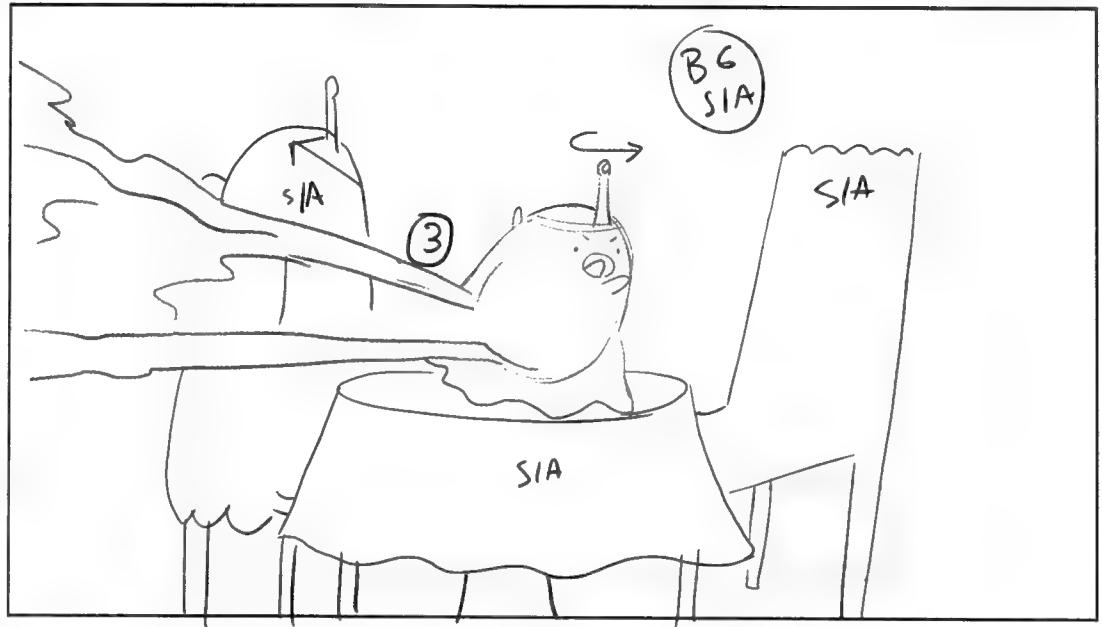
Sc. 6

Pnl. A

Bg.

Page 13

day night



Dialog:

SP: Booty SLIMIME!

SFX: *SPRRRT*

Ac



Tin

- SP SHOOTS
SLIME JET OUT
OF HER BACK.

Production :

EPISODE #

1042-251

ADVENTURE TIME

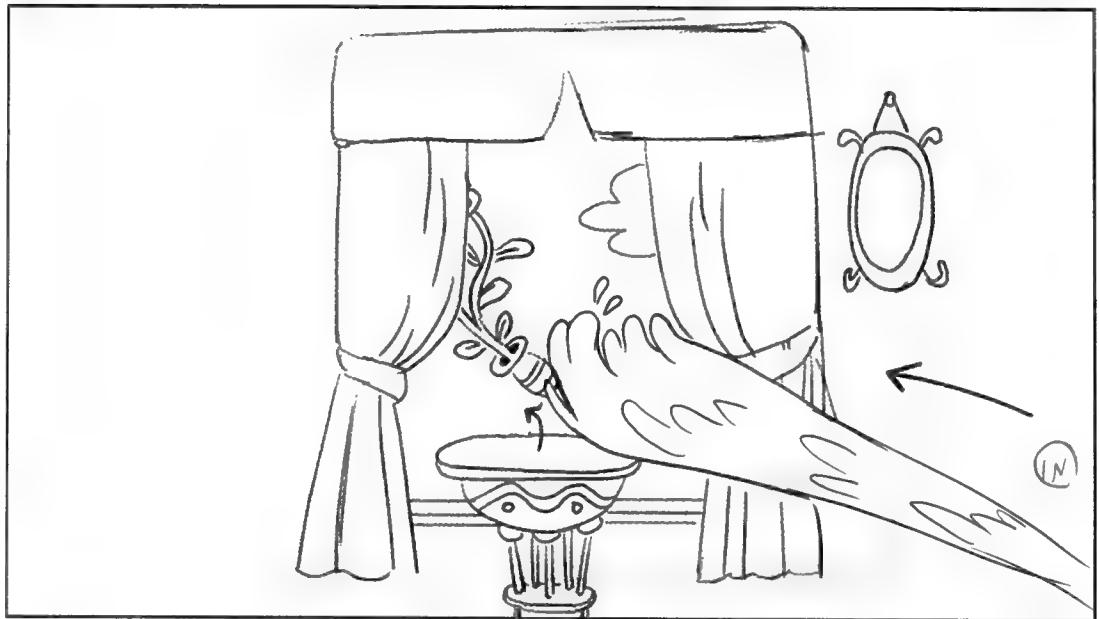


day night

Sc. 6

Pnl. B

Bg.

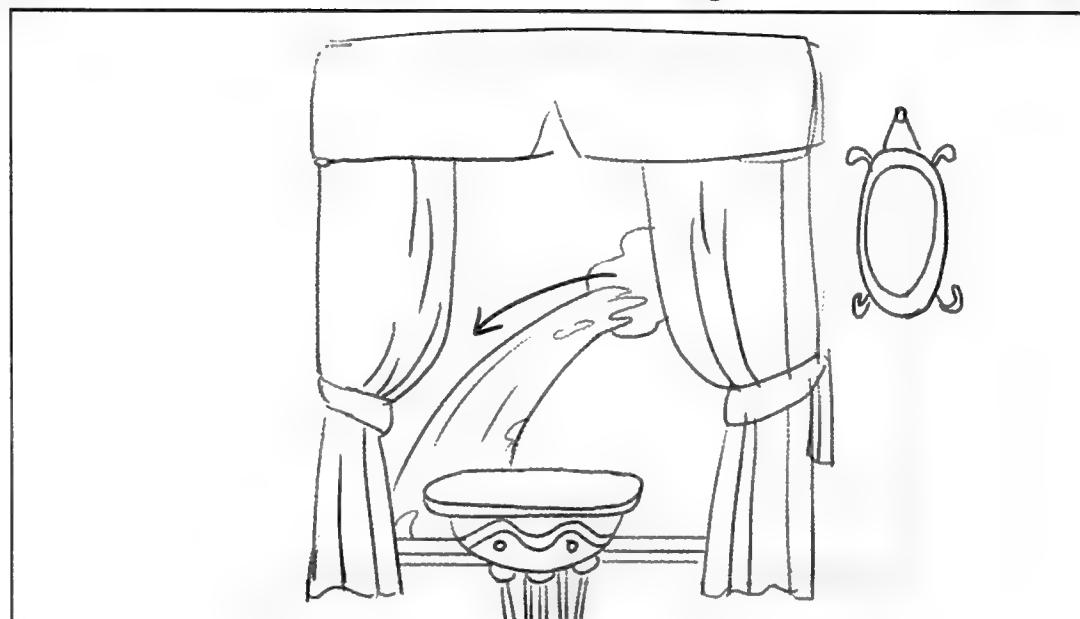


Sc. 6

Pnl. C

Bg.

day night



Page 14

EPISODE #

1042-250

Production :

Dialog:

SFX: *THUMP!*

Action:

- SLIME JET HITS FLOWER POT

- SLIME JET/POT CONTINUE OUT WINDOW.

Timing:

ADVENTURE TIME

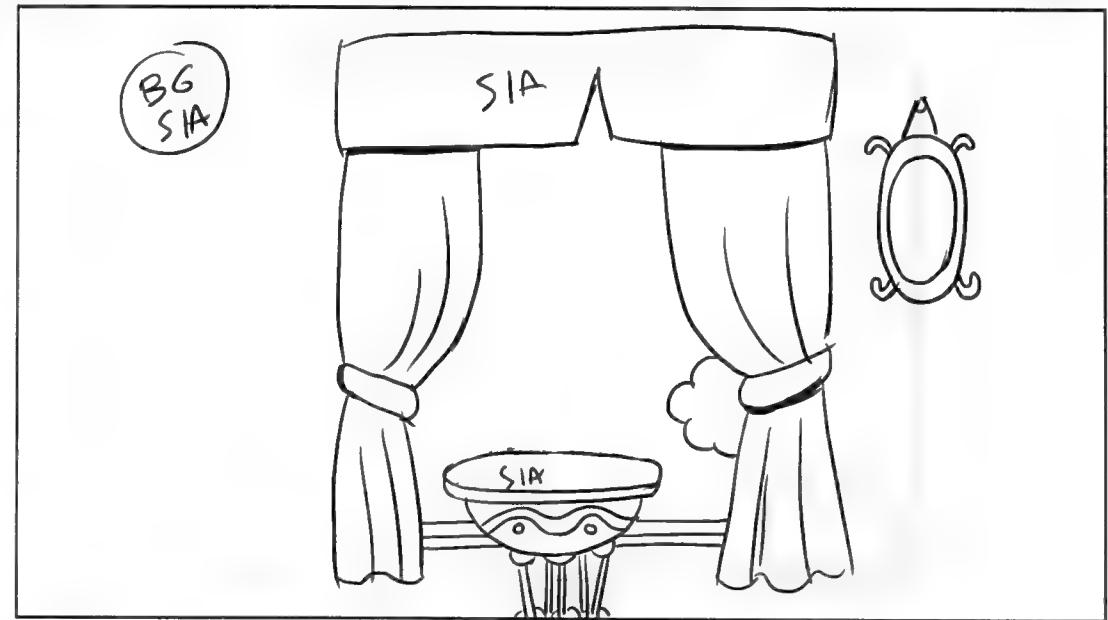


day night

Sc. 6

Pnl. D

Bg.



Sc. 6

Pnl. E

Bg.

day night



Dialog:

(o/s)

PB : Stop slimin' everything.
No one likes it!

Action:

- F + J pop up from window, they're slimed

Timing:

EPISODE #

Production :

042-256

Page 15

ADVENTURE TIME



day night

Sc. 6

Pnl. F

Bg.

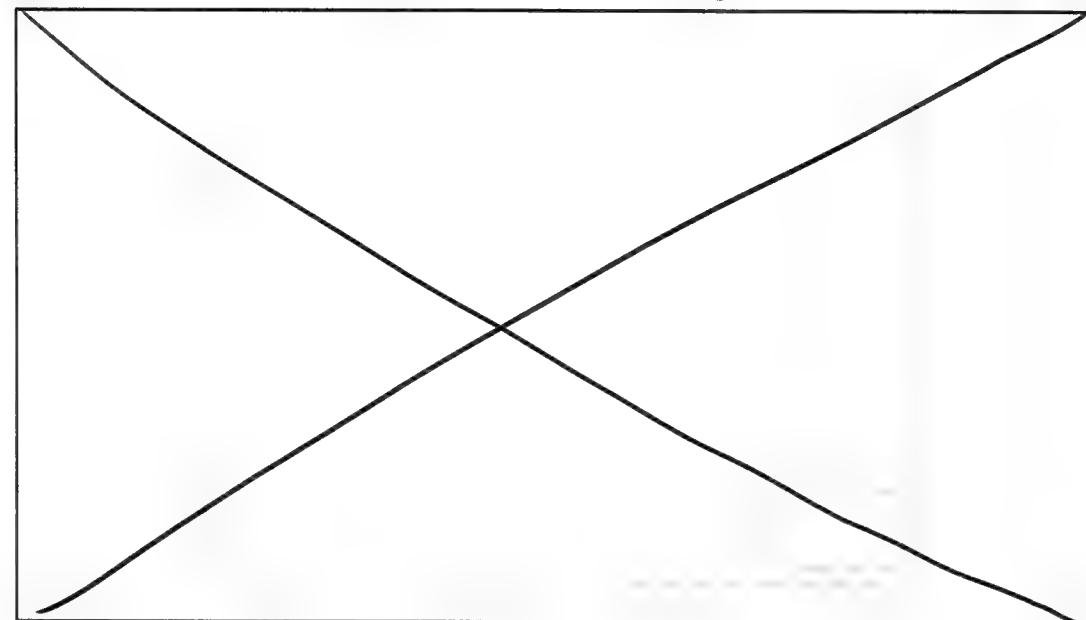
Sc.

Page 16

Pnl.

Bg.

day night



Dialog:

(J) OH HEY PRINCESS!

Action:

Timing:

EPISODE #

Production :

1042-250

ADVENTURE TIME



Pnl. G



Page 17

deu nicht

EPISODE #

Production :

1042-250

① WE WERE JUST WONDERING WHERE THIS RAD SLIME WAS COMING FROM.
Action: - TRUCK OUT TO INCLUDE SP + PB - SP SHOOTS SLIME JET.
Timing:

ADVENTURE TIME

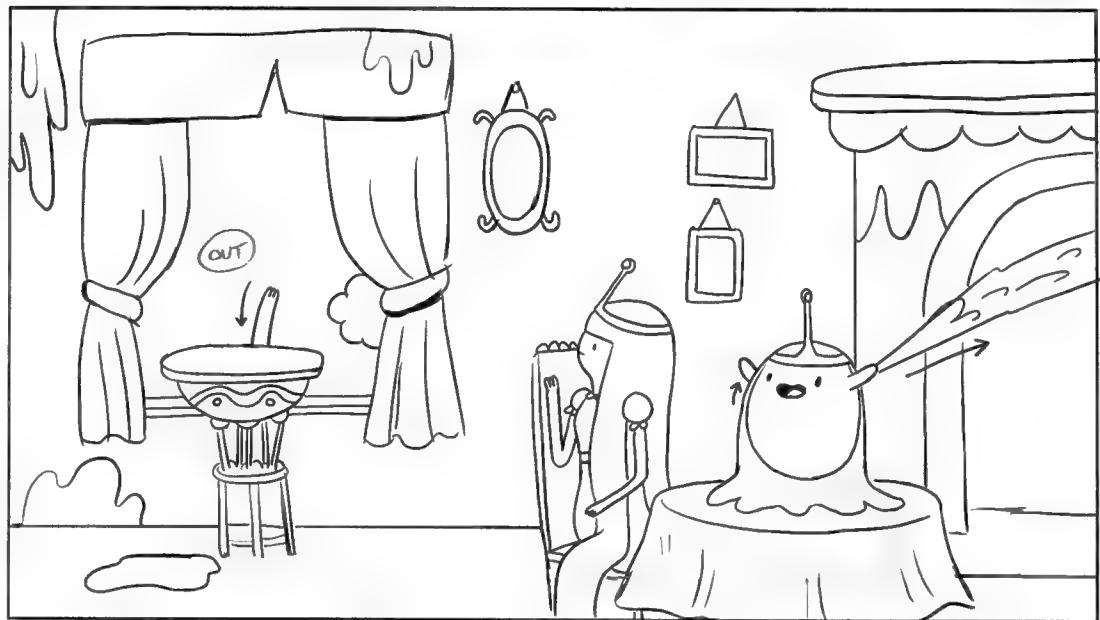


Sc. 6

Pnl. H

Bg.

day night

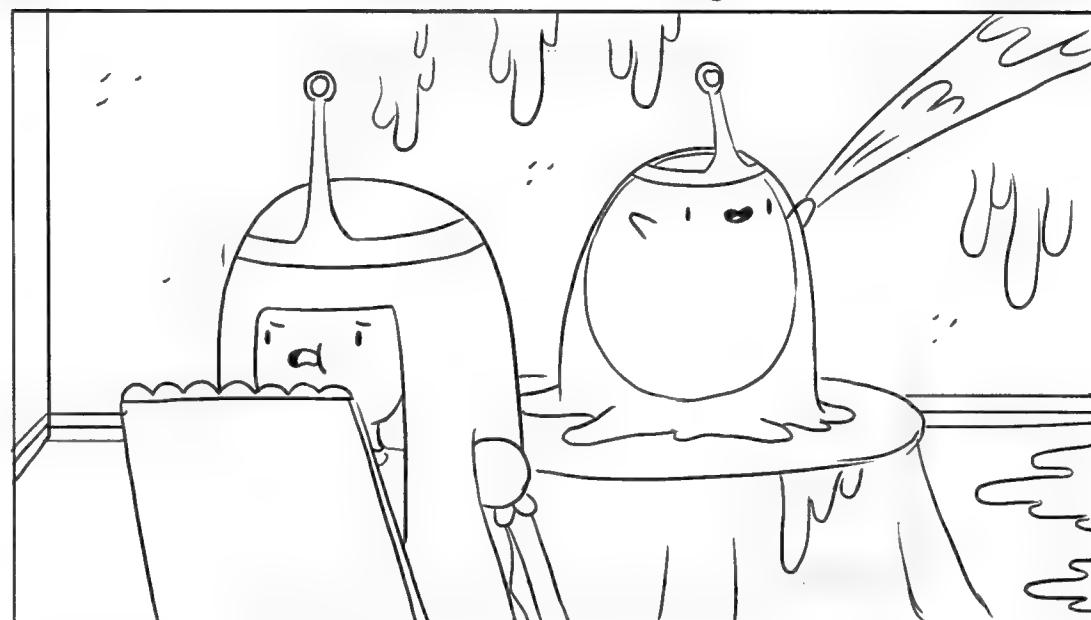


Sc. 7

Pnl. A

Bg.

day night



Page 18

EPISODE #

042-250

Dialog:

J: Keep on slimin' it, SP!

SP: YAY!

PB: Psh, thanks for nothin'

SFX: * SPRRT - SPRRT *

Action:

- F+J STRETCH DOWN OFF/S.

- There's slime everywhere

SP wave. (1,2,1,2)

Timing:

② ↗
SIA ↗ -

Production :

ADVENTURE TIME

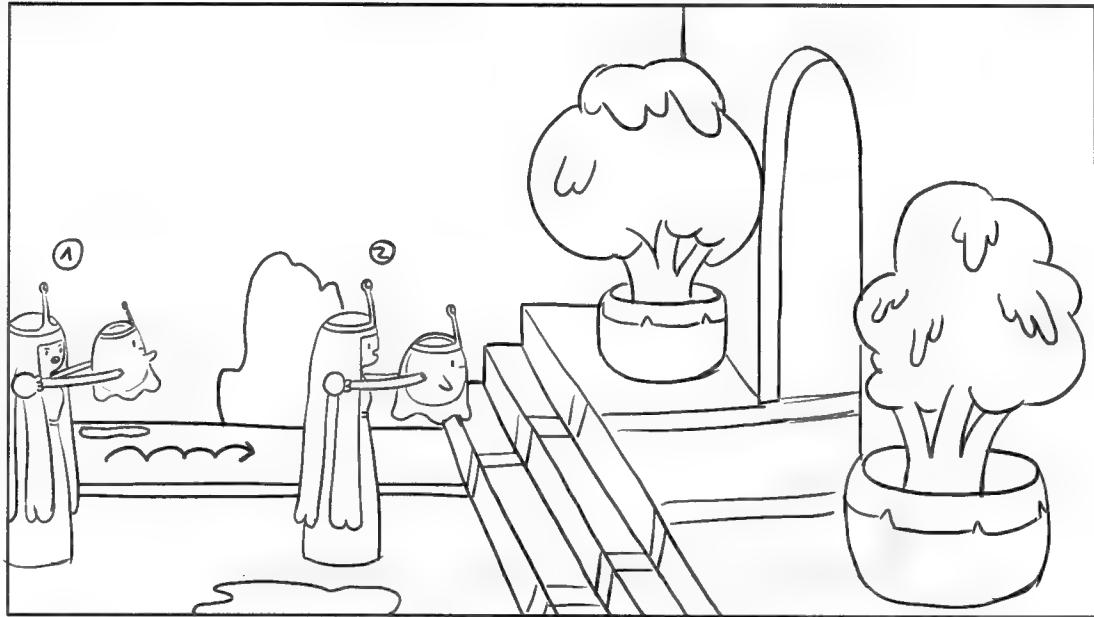


day night

Sc. 8

Pnl. A

Bg.

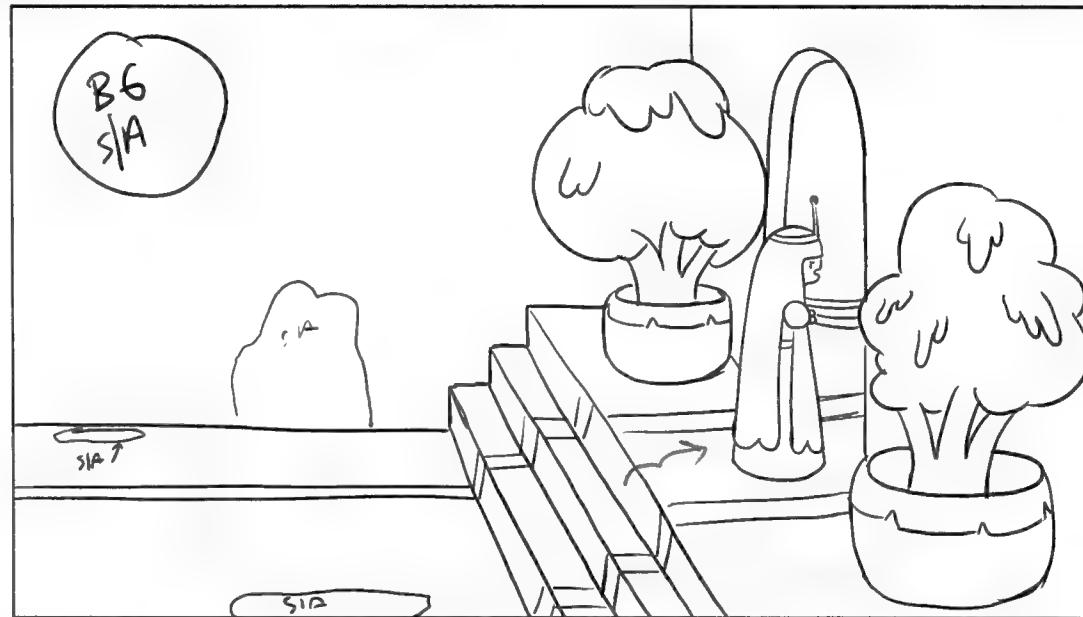


Sc. 8

Pnl. B

Bg.

day night



Dialog: PB: Okay, great seeing you'n your SECRETIONS...

Action: - PB CARRIES SP. ON/S.

- PB WALKS UP STAIRS.

Timing:

Production :

1042-250

Page 19

EPISODE #

ADVENTURE TIME



Sc. 8

Pnl. C

Bg.

day night

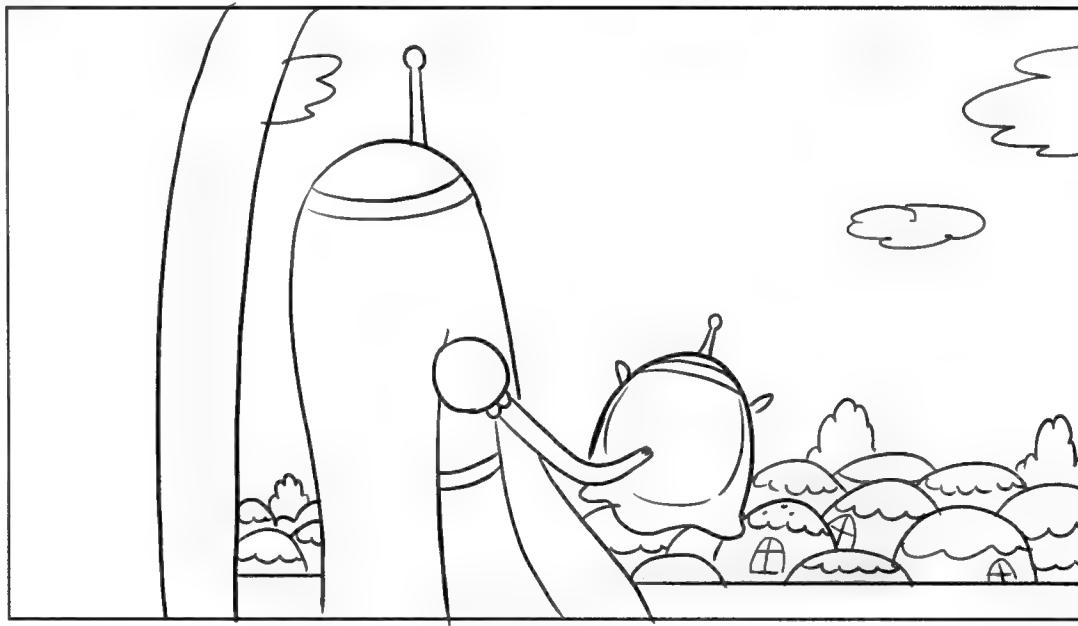
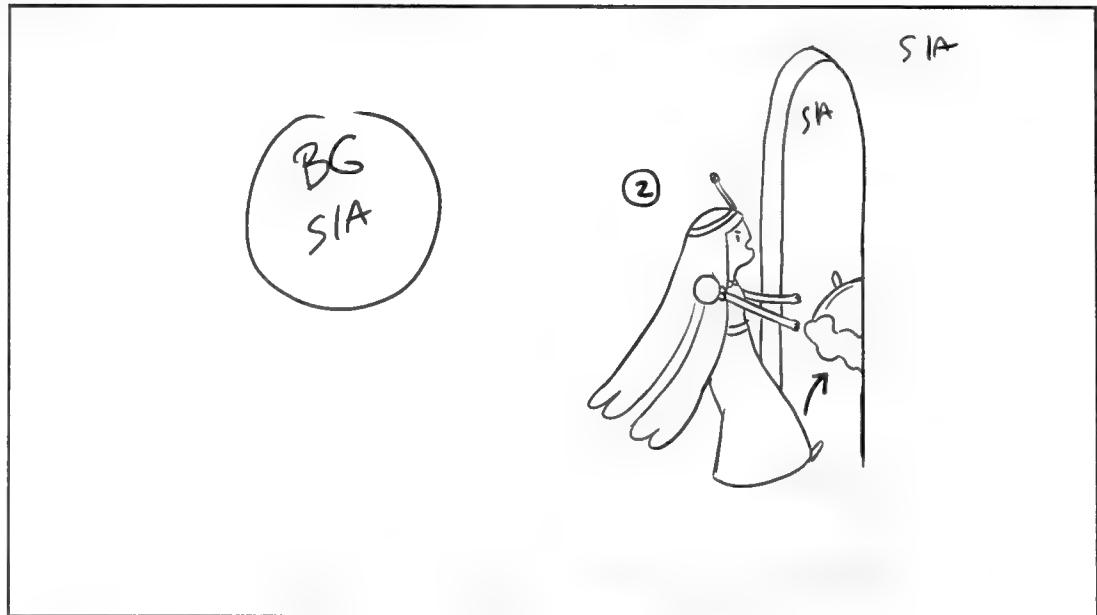
Sc. 9

Pnl. A

Bg.

Page 20

day night



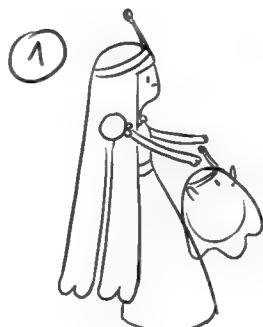
Dialog: PB: I'll call you.

SFX: * PUNT *

Action:

- PB DROPKICKS
SLIME PRINCESS.

Timing:



Production :

EPISODE #

142-256

ADVENTURE TIME



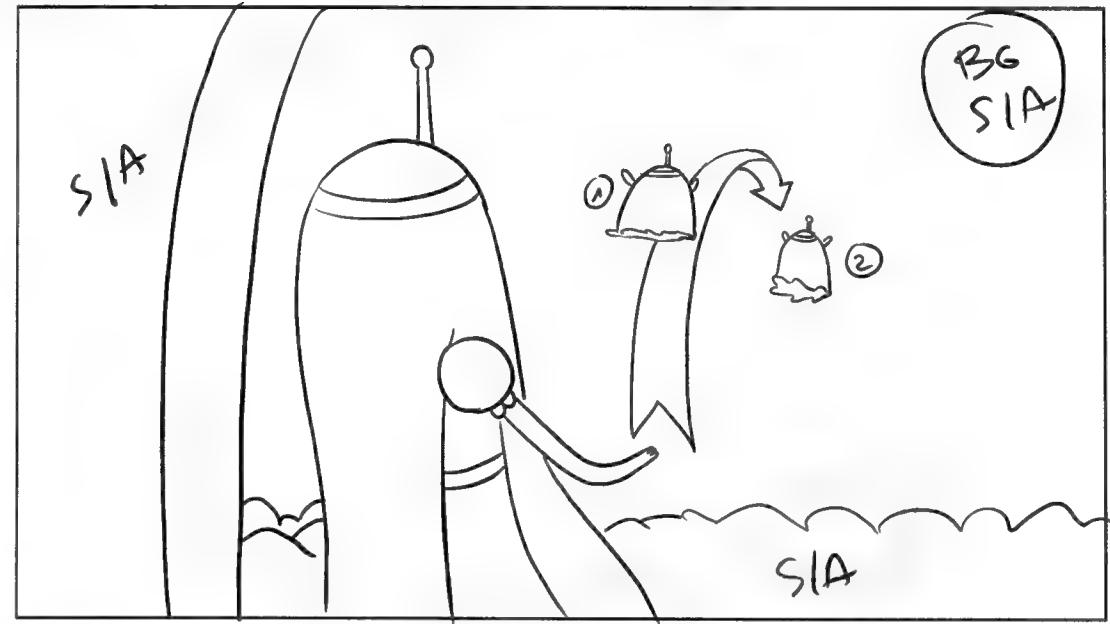
Page 21

Sc. 9

Pnl. B

Bg.

day night

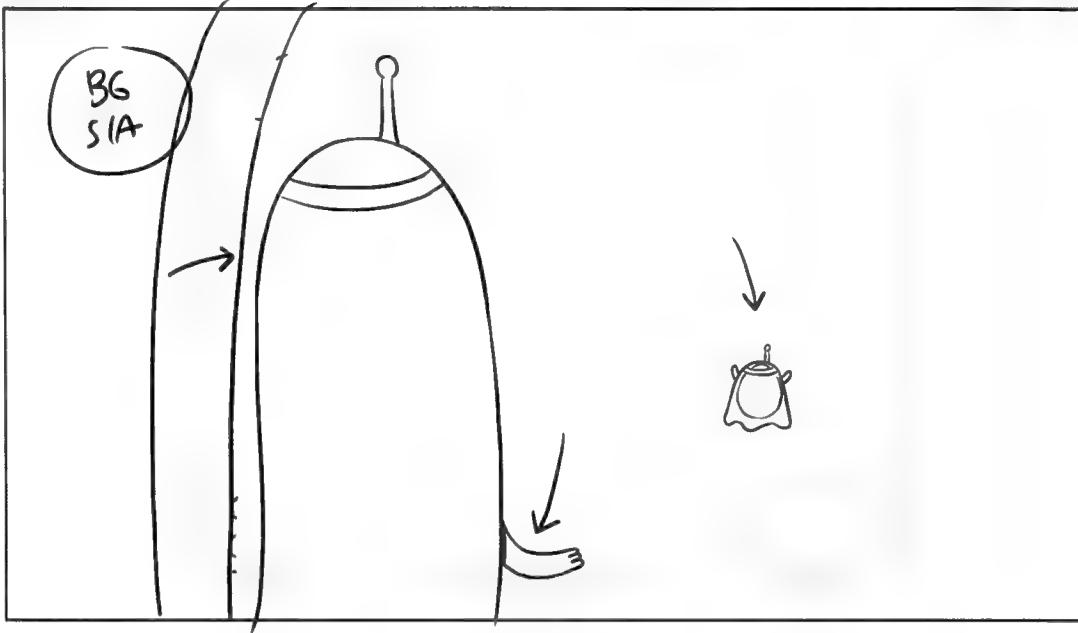


Sc. 9

Pnl. C

Bg.

day night



Dialog:

Action:

- SP ARCS THROUGH THE AIR.

Timing:

Production :

EPISODE #

1042-256

ADVENTURE TIME

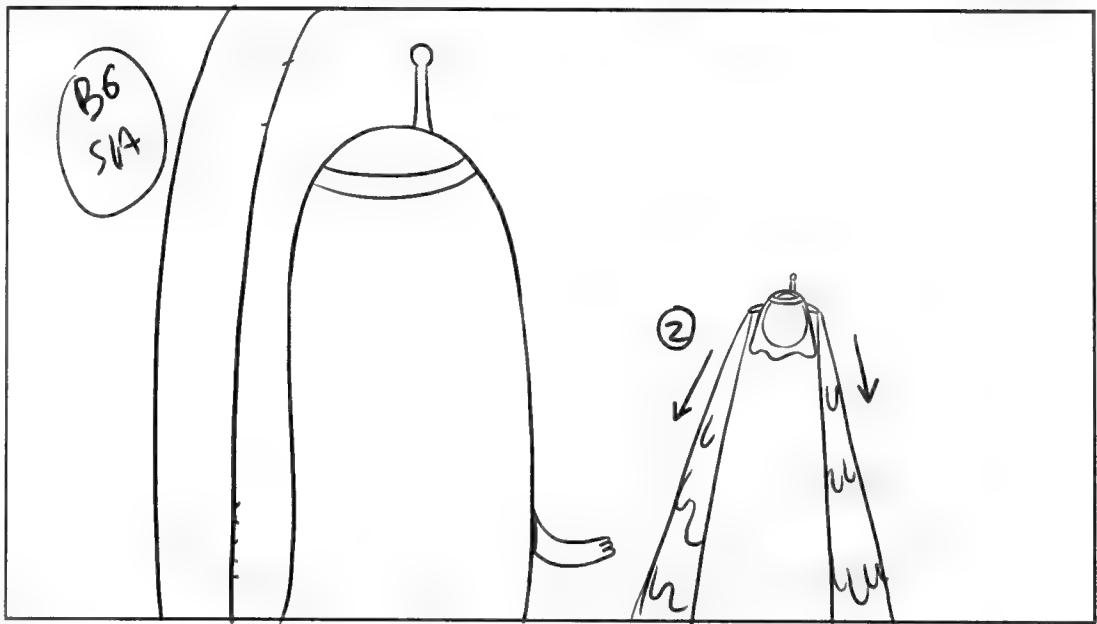


Sc. 9

Pnl. D

Bg.

day night

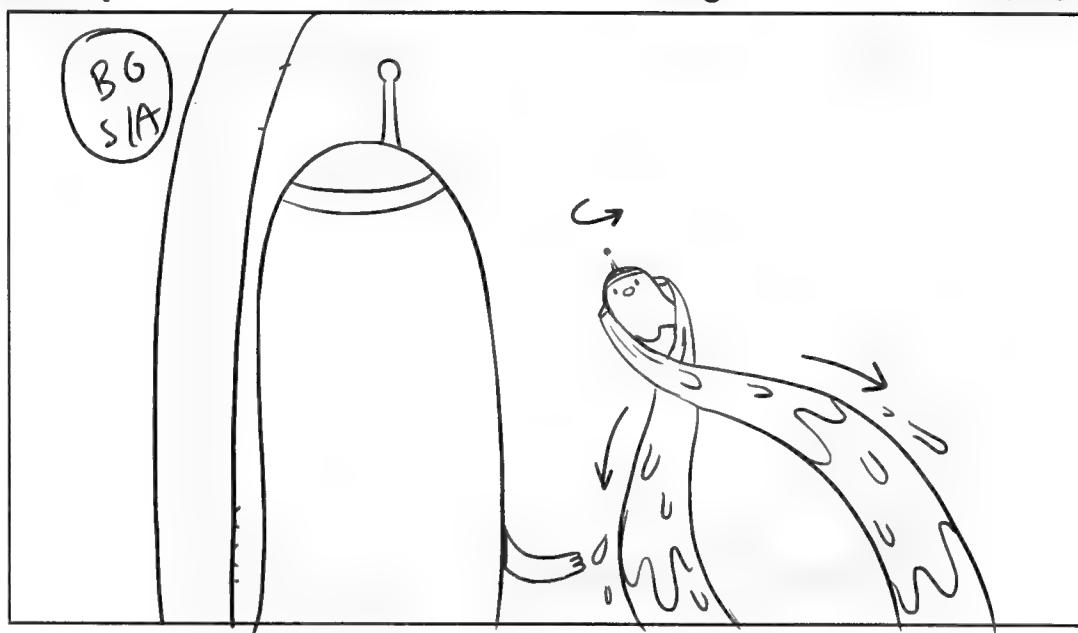


Sc. 9

Pnl. E

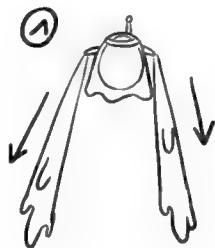
Bg.

day night



Dialog:

SFX:
* SPIT *



SFX: * FRRRRRRRT! *

Action:

- SP SHOOTS TWIN
SLIME JETS.

- SP SPIRALS UPWARD.

Timing:

Production :

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EPISODE # 1042-256

ADVENTURE TIME

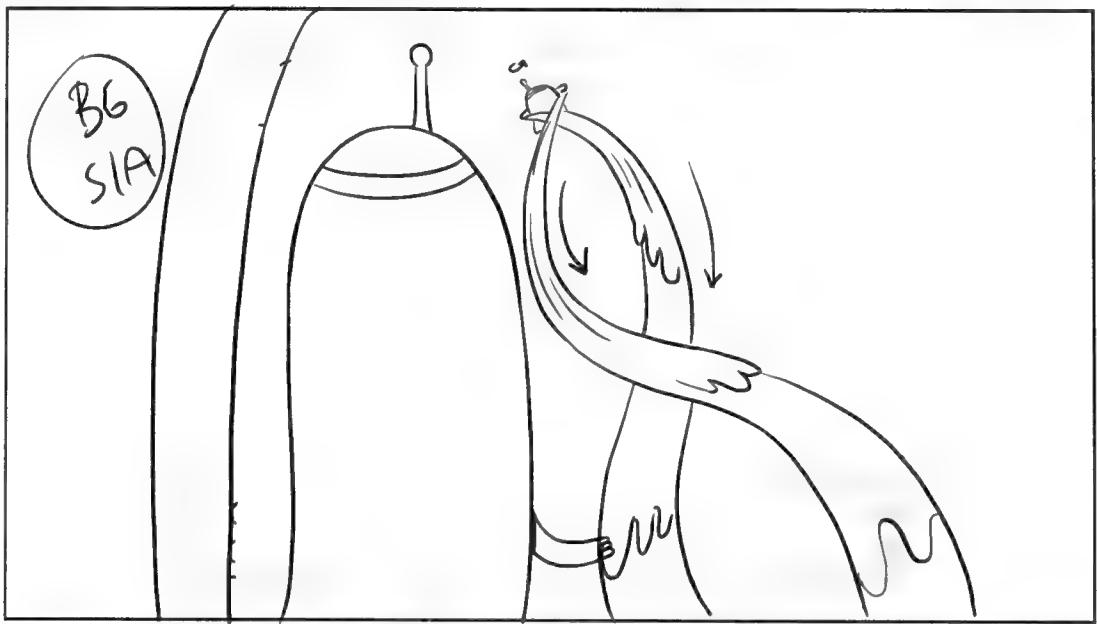


Sc. 9

Pnl. F

Bg.

day night



Sc. 9

Pnl. G

Bg.

day night



Dialog:

SP: SLIME AND PL AAAACE!



Action:

- SP SPIRALS UP AND OFF/S.

Timing:

Production :

Page 23

1042-250

EPISODE #

ADVENTURE TIME

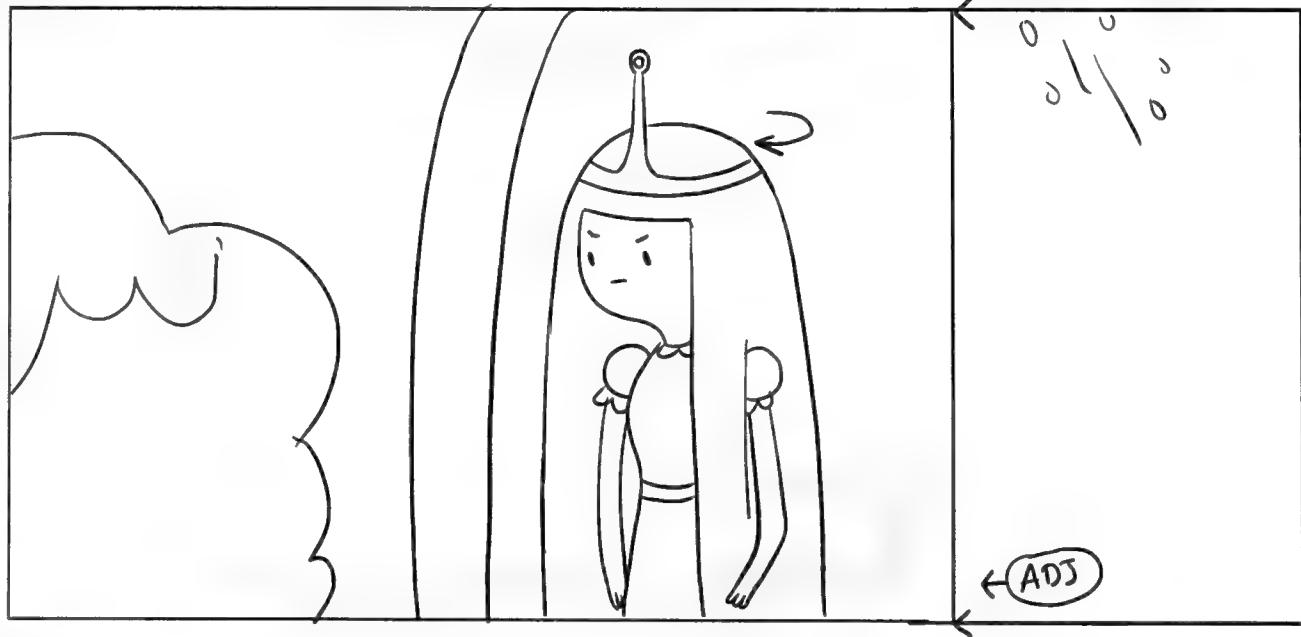
Sc. 9

Pnl. #

Bg.



day night Sc.



Dialog:

Action:

- PB TURNS
- ADJ. w/ ACTION.

Timing:

Page 24

day night

Production :

ADVENTURE TIME



Sc. 9

Pnl. I

Bg.

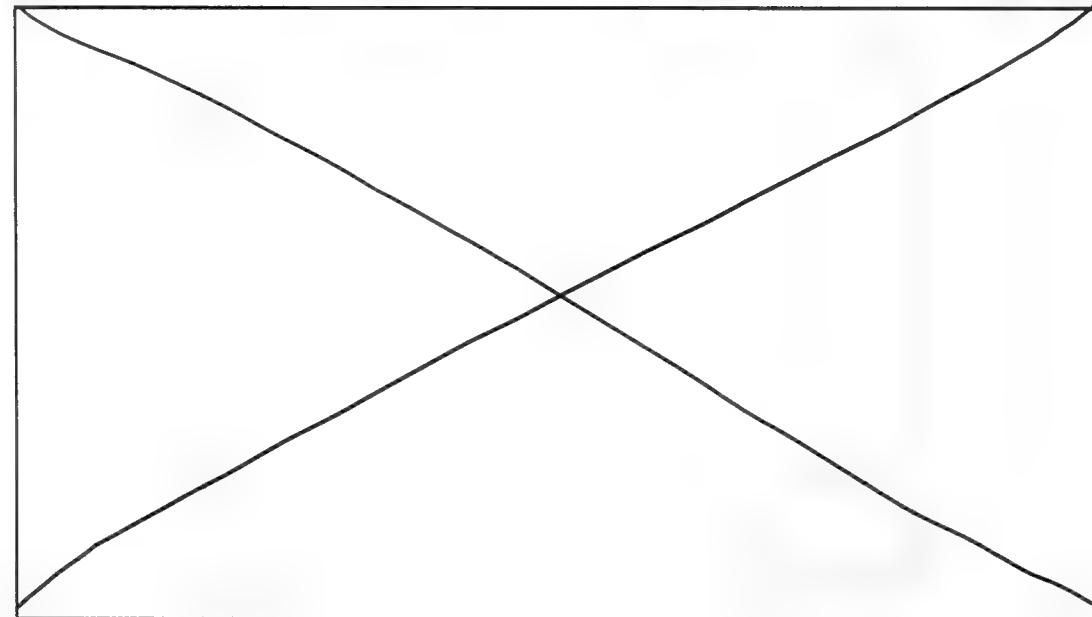
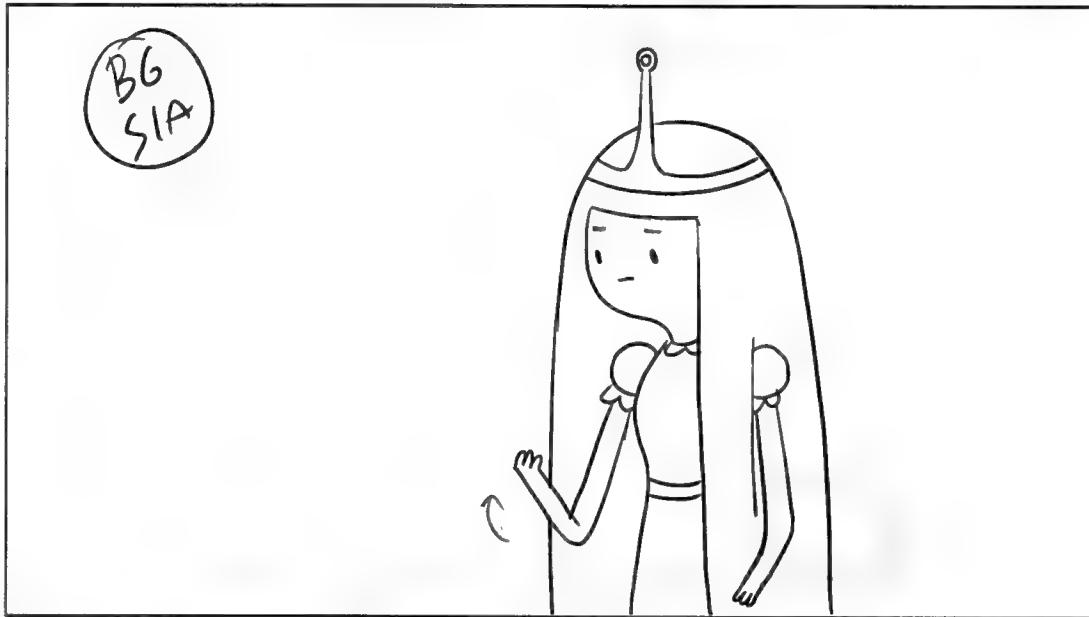
day night

Page 25

Pnl.

Bg.

day night



Dialog:

Action:

-PB LOOKS AT HER HAND.

Timing:

EPISODE #

Production :

1042-25C

ADVENTURE TIME

Sc. 9

Pnl. J

Bg.



day night

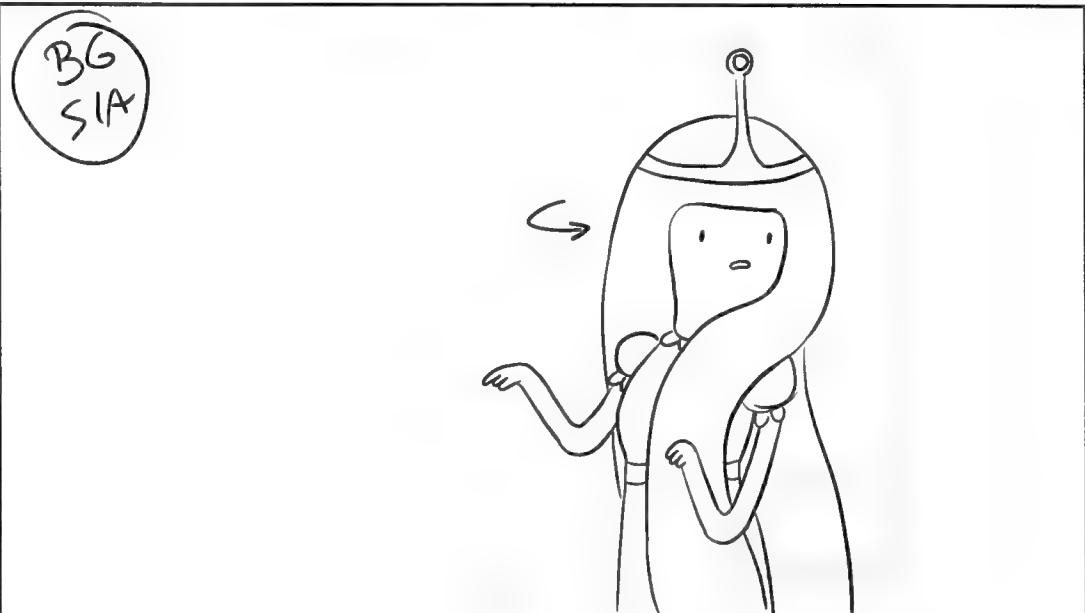
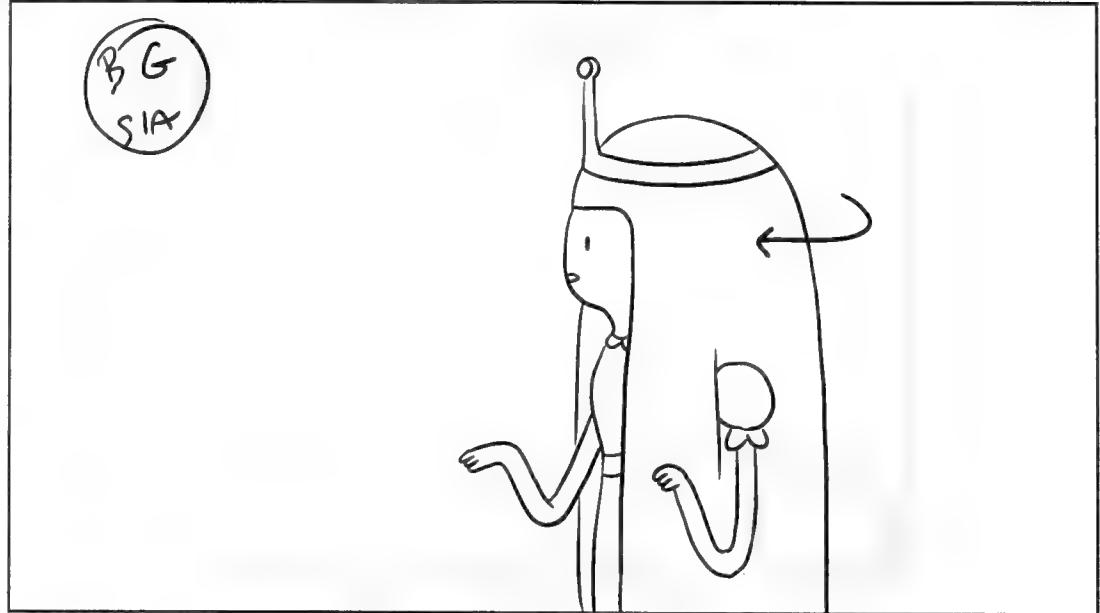
Sc. 9

Pnl. K

Bg.

day night

Page 26



Dialog:

Action:

- PB looks around

Timing:

Production :

EPISODE #

1042-250

ADVENTURE TIME

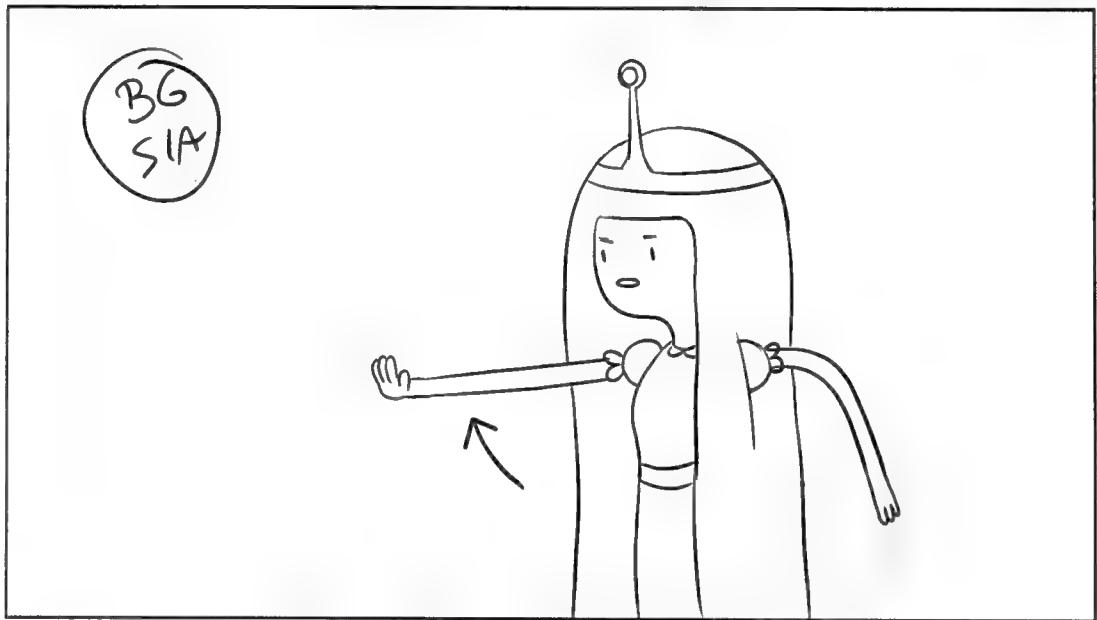


day night

Sc. 9

Pnl. L

Bg.

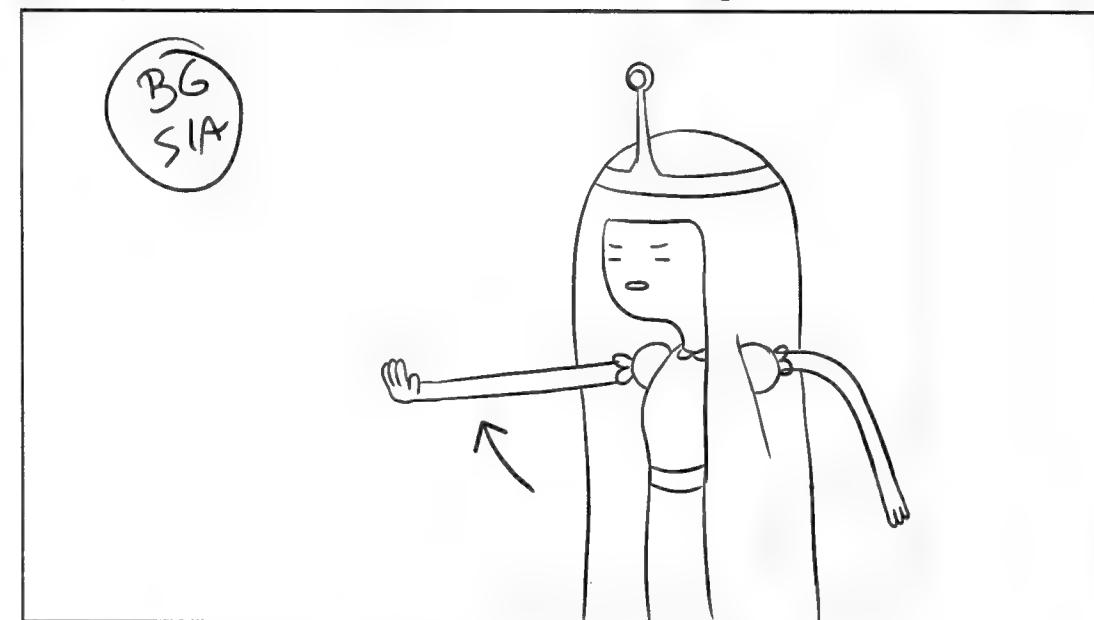


Sc. 9

Pnl. M

Bg.

day night



Dialog:

PB (said like a : There's a slime and place
mantra) for everything!

Action:

- PB HOLDS UP ARM STRAIGHT.

- PB CLOSES HER EYES.

Timing:

Production :

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1042-251

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ADVENTURE TIME



Sc. 9

Pnl. N

Bg.

day night

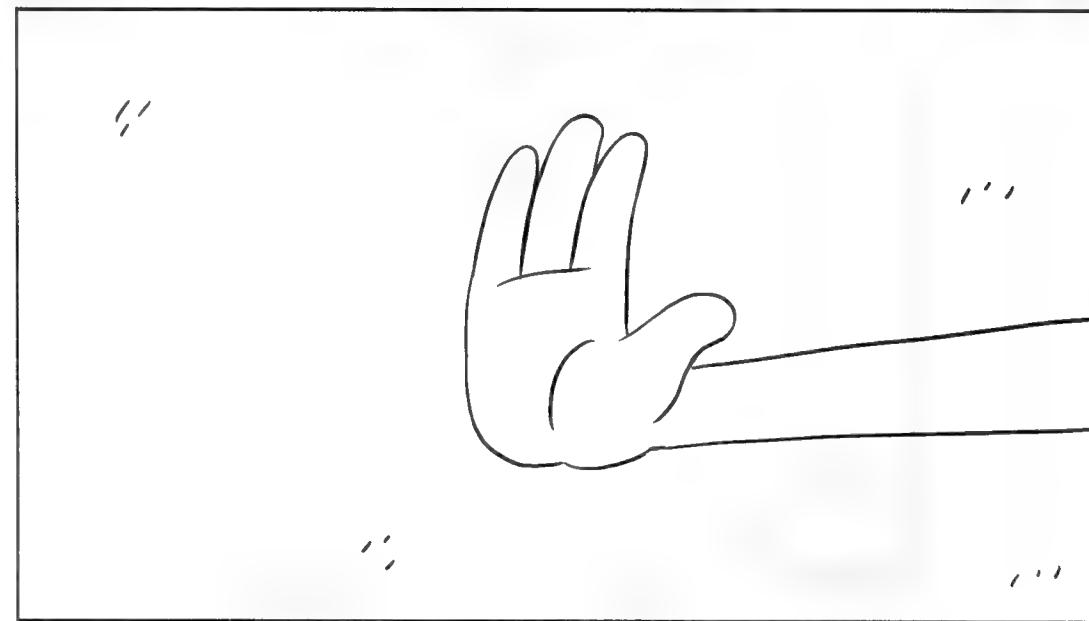
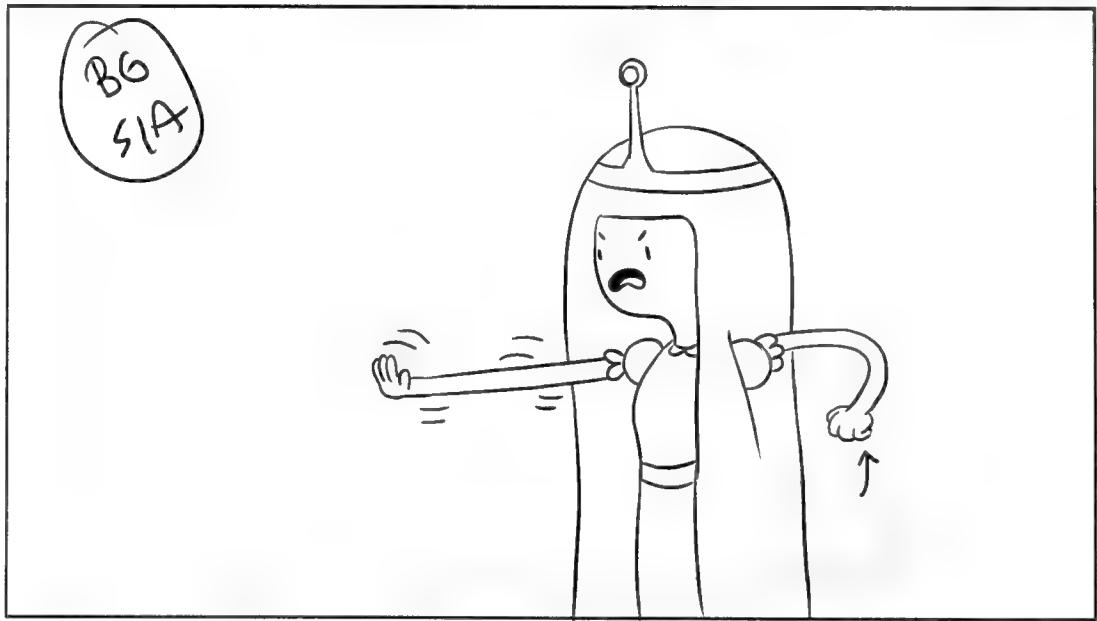
Sc. 10

Pnl. A

Bg.

day night

Page 28



Dialog:

PB : Ahh!

Action:

- straining -

Timing:

Production :

EPISODE #

1042-250

ADVENTURE TIME

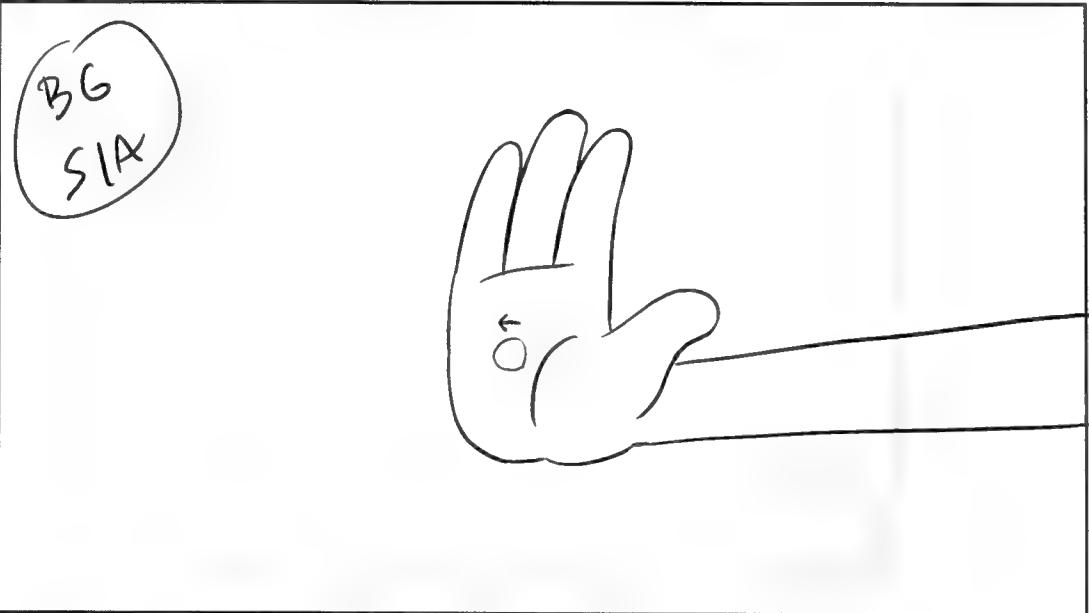
Sc. 10

Pnl. B

Bg.



day night

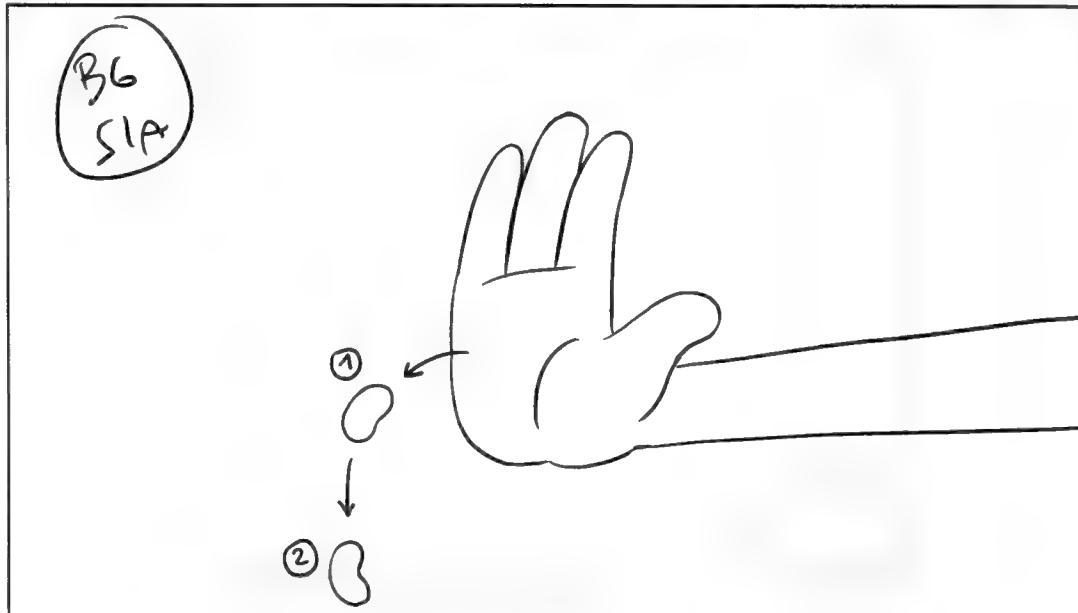


Sc. 10

Pnl. C

Bg.

day night



Dialog:

SFX : *PRBBBBT*

Action:

- JELLY BEAN SLOWLY PHASES OUT OF PB'S PALM.

- Sad jelly bean falls out.

Timing:

Production :

EPISODE #

1042-250

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ADVENTURE TIME

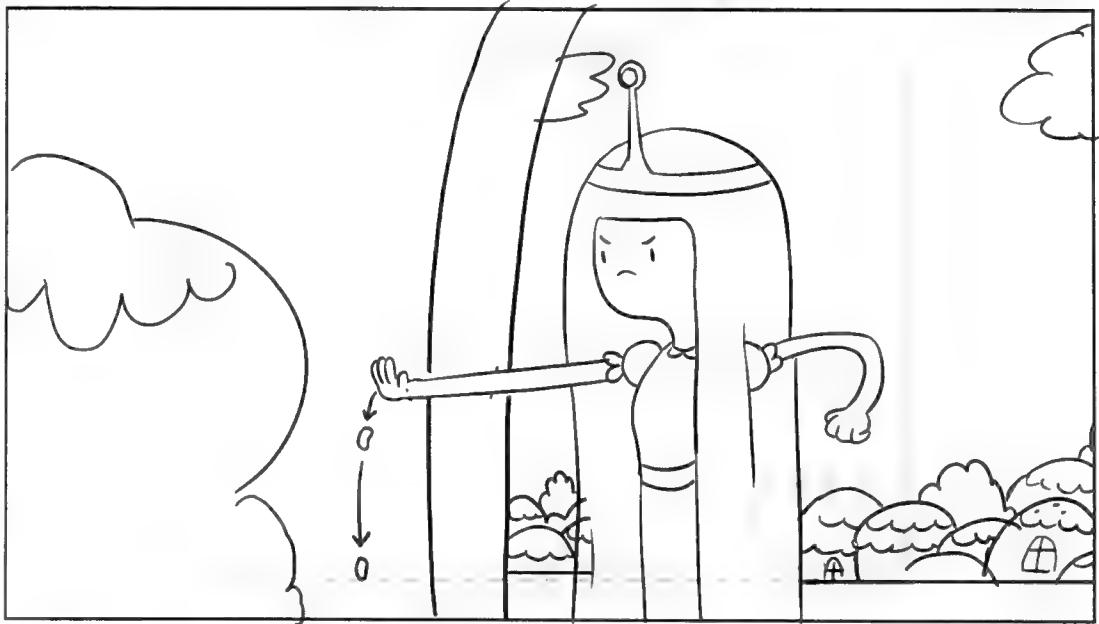


Sc. 11

Pnl. A

Bg.

day night



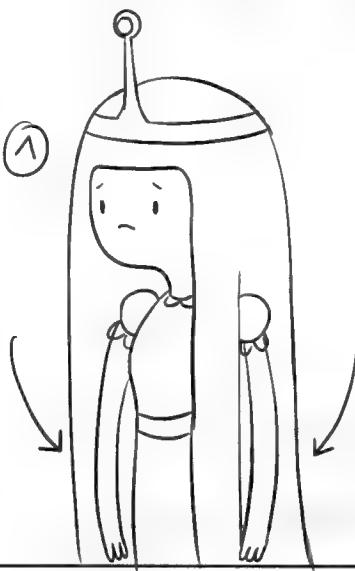
Sc. 11

Pnl. B

Bg.

day night

B6
S1A

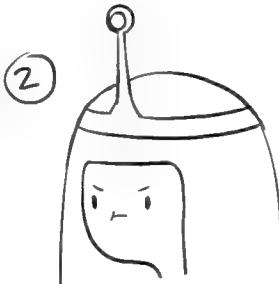


Dialog:



Action:

- JELLBEEAN FALLS OFF/S.



Timing:

Production :

1042-251

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ADVENTURE TIME

Sc. 11

Pnl. C

Bg.



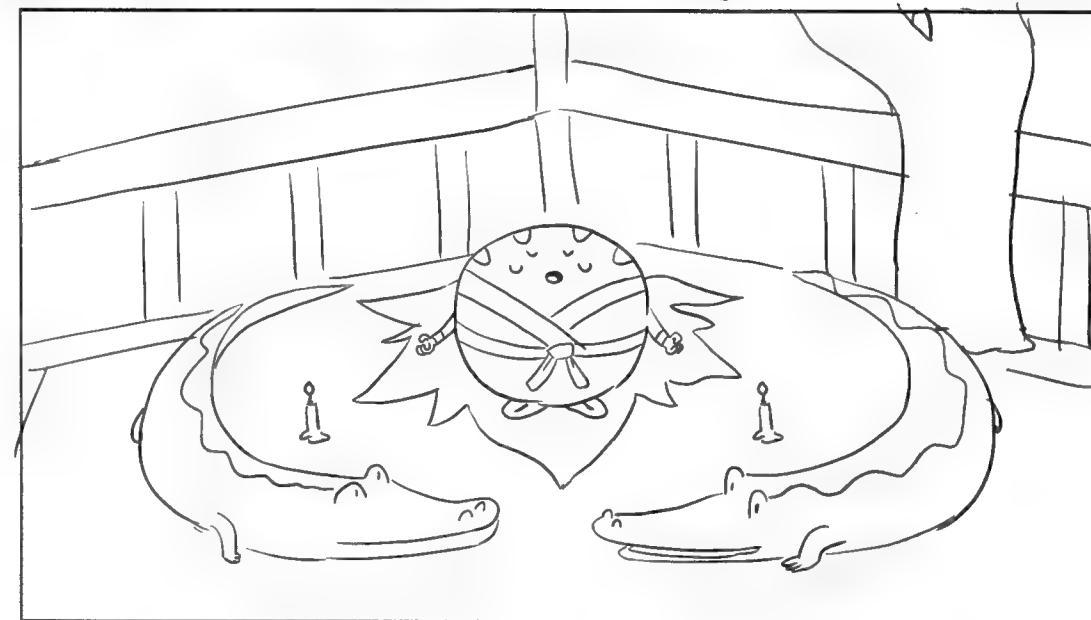
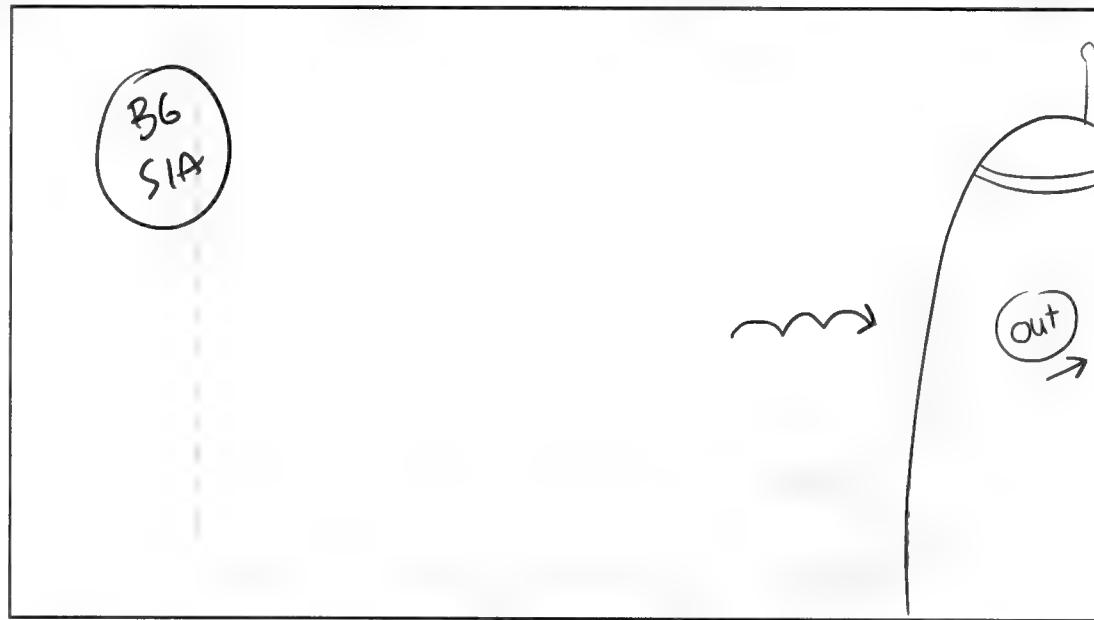
day night

Sc. 12

Pnl. A

Bg.

Page 31
day night



Dialog:

PEPPERMINT BUTLER : *BREATH*

Action:

- PB TURNS AND WALKS OFF.

- Pep B in his room

- REUSE Room FROM 'NEMESIS'

Timing:

EPISODE #

Production :

1042-251

ADVENTURE TIME

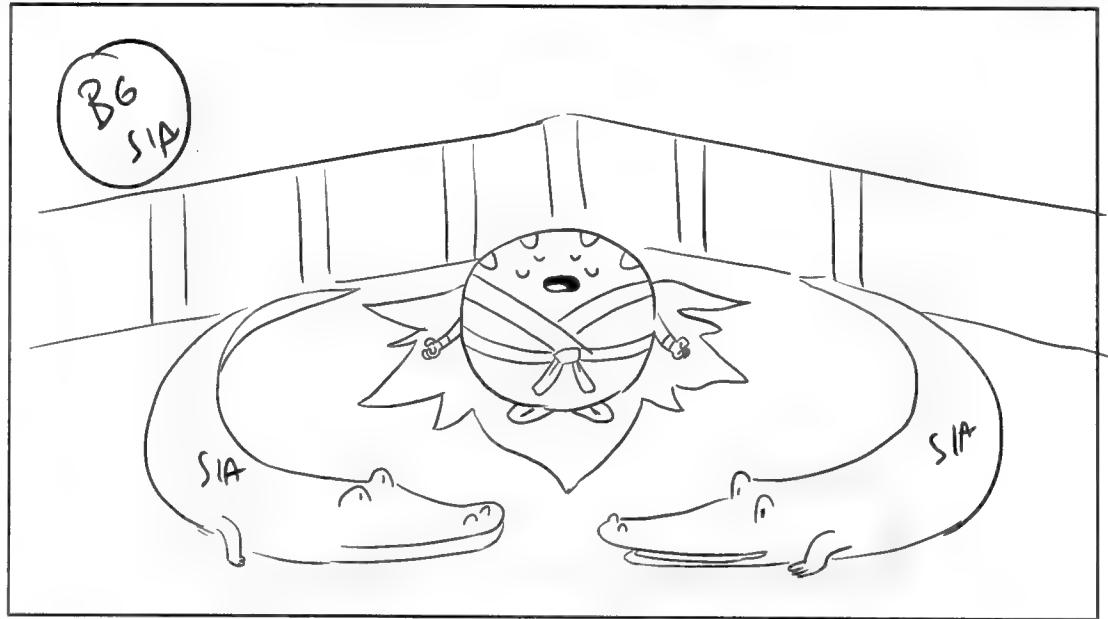


day night

Sc. B

Pnl. B

Bg.

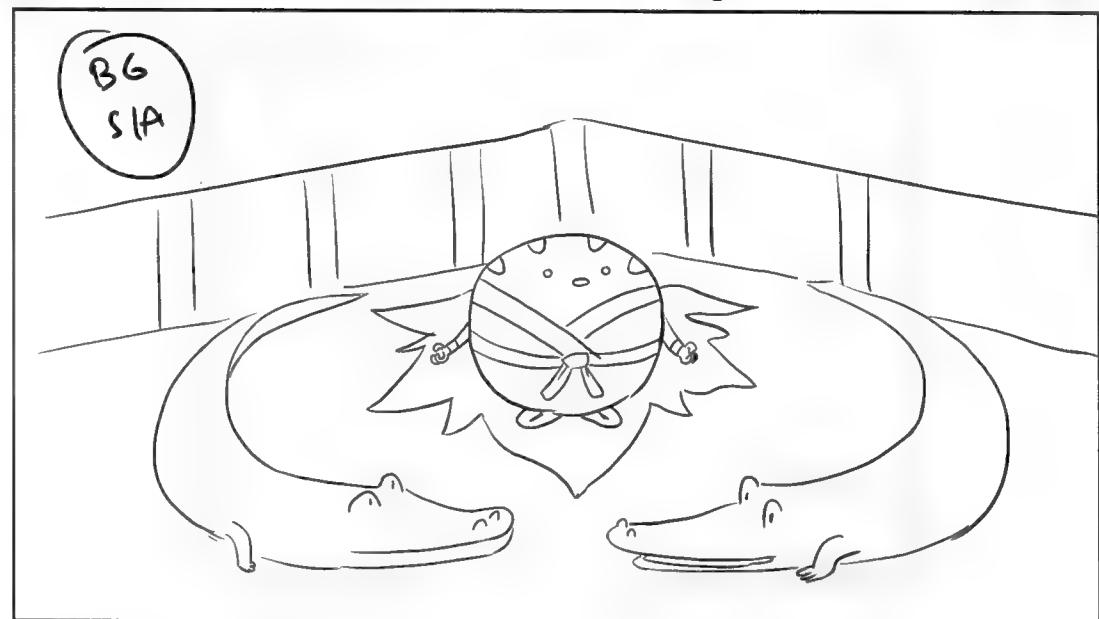


Sc. B

Pnl. C

Bg.

Page 32
day night



Dialog:

PepB: I close my eyes and welcome the infinite nothingne--

SFX: *BZZZZ*

Action:

PepB: Huh?

- PEP BUT OPENS HIS EYES.

Timing:

ADVENTURE TIME

Sc. 14

Pnl. A

Bg.



day night

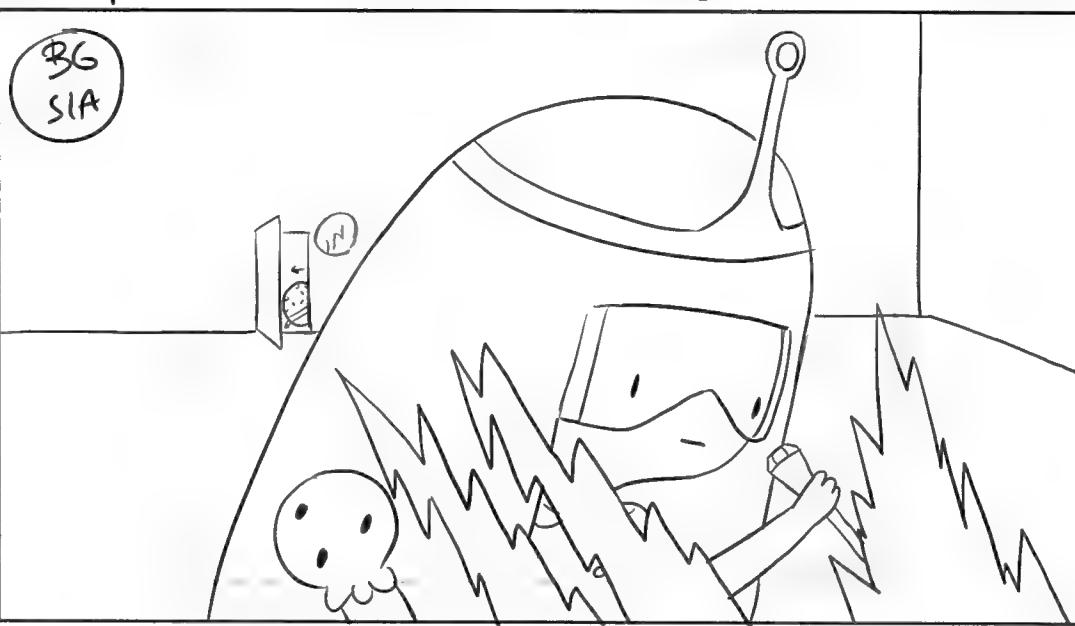
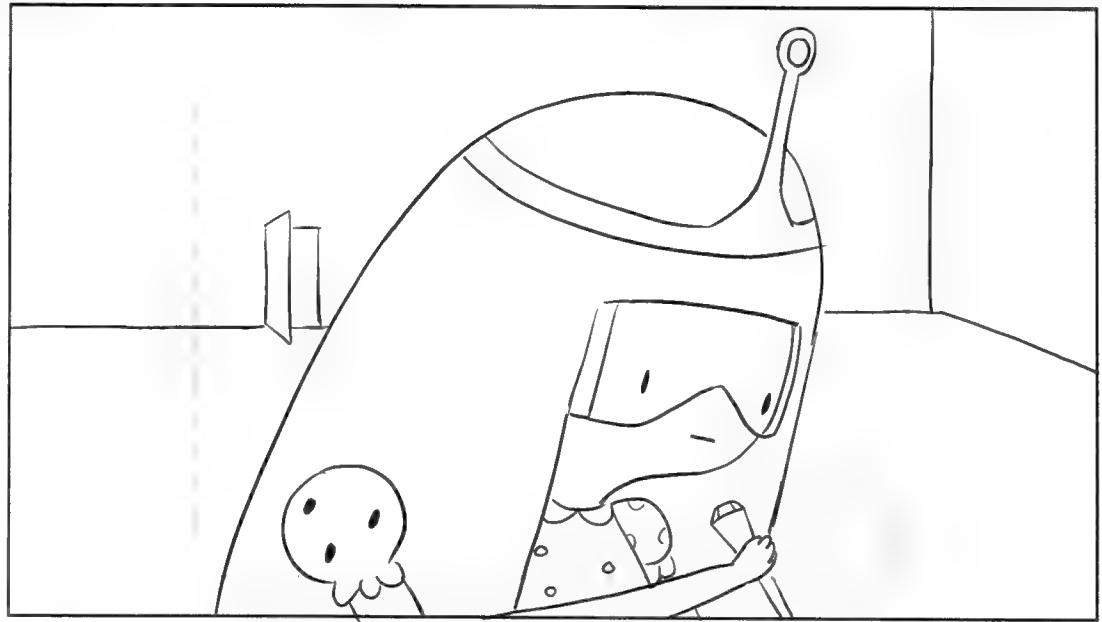
Sc. 14

Pnl. B

Bg.

Page 33

day night



Dialog:

SFX: *BZZZT*

PepB: Princess?

Action:

PB tinkering with something out of view

- Sparks fly out
- PEP BUT APPEARS IN DOORWAY.

Timing:

Production :

142-251

EPISODE #

ADVENTURE TIME

Sc. 14

Pnl. C

Bg.



day night

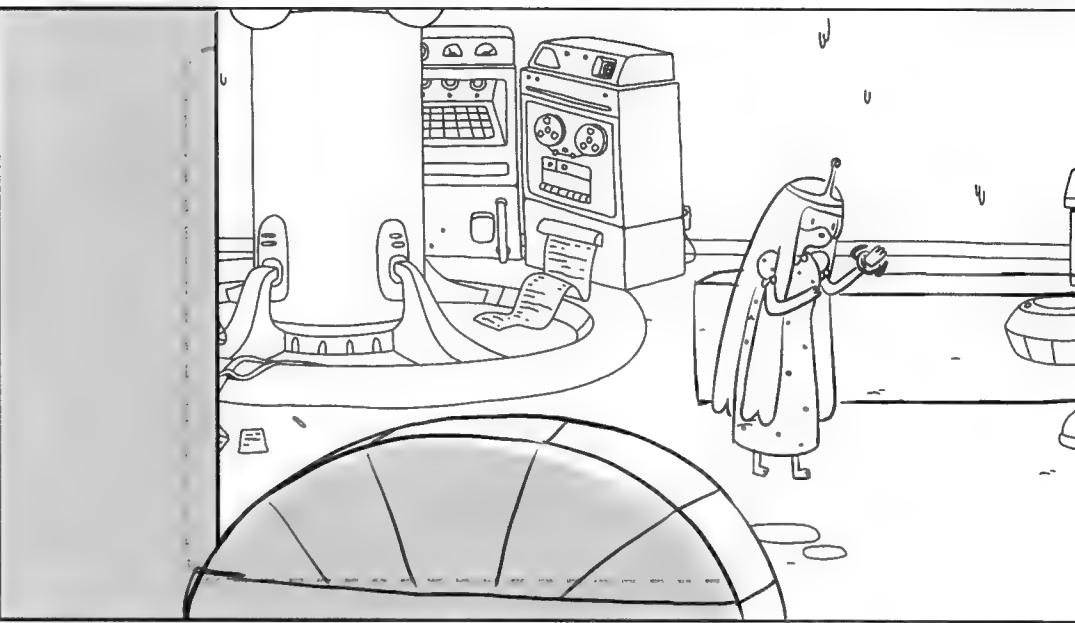
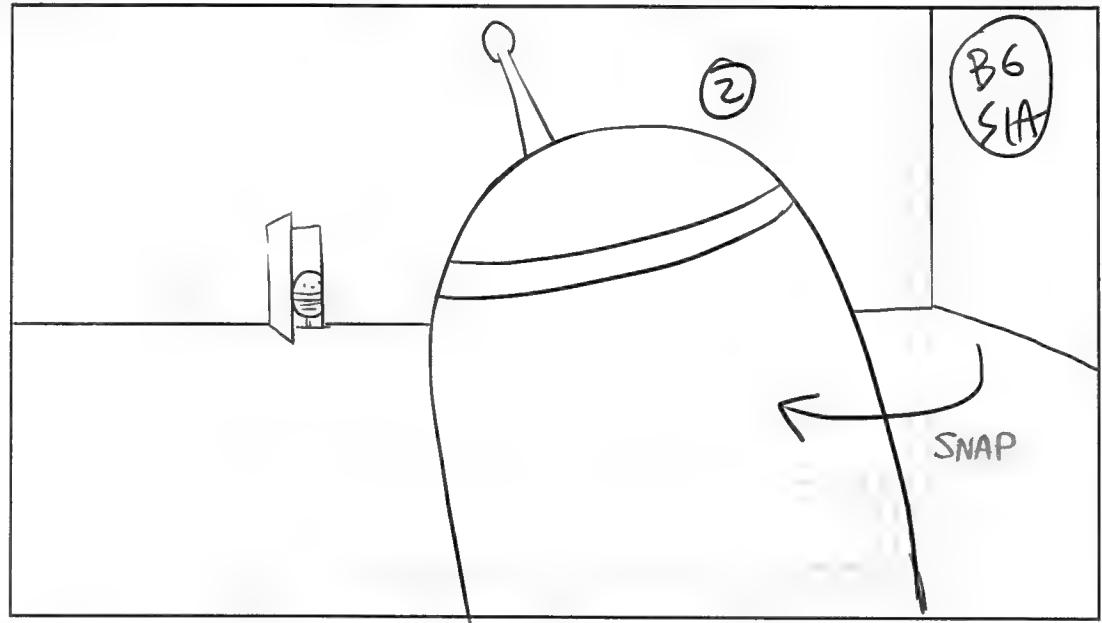
Sc. 15

Pnl. A

Bg.

Page 34

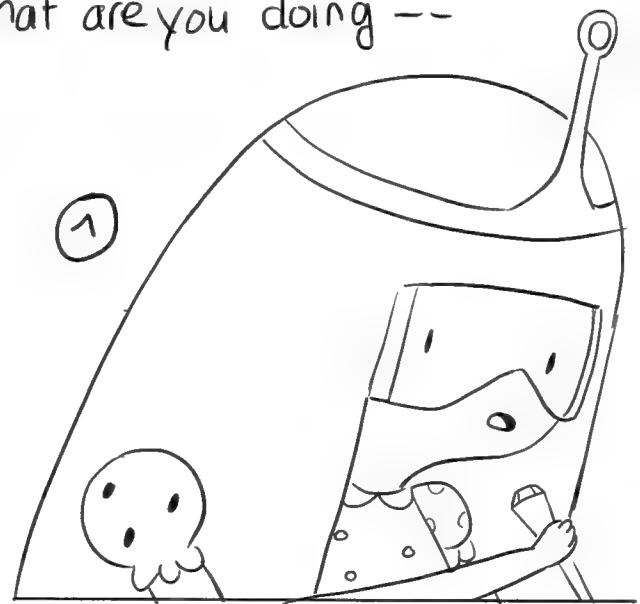
day night



Dialog: PepB: what are you doing --

Action:

Timing:



PB : Here so late?

-PB TURNS.
TOWARDS PEP-BUT.

Production :

1142-2b1

EPISODE #

ADVENTURE TIME

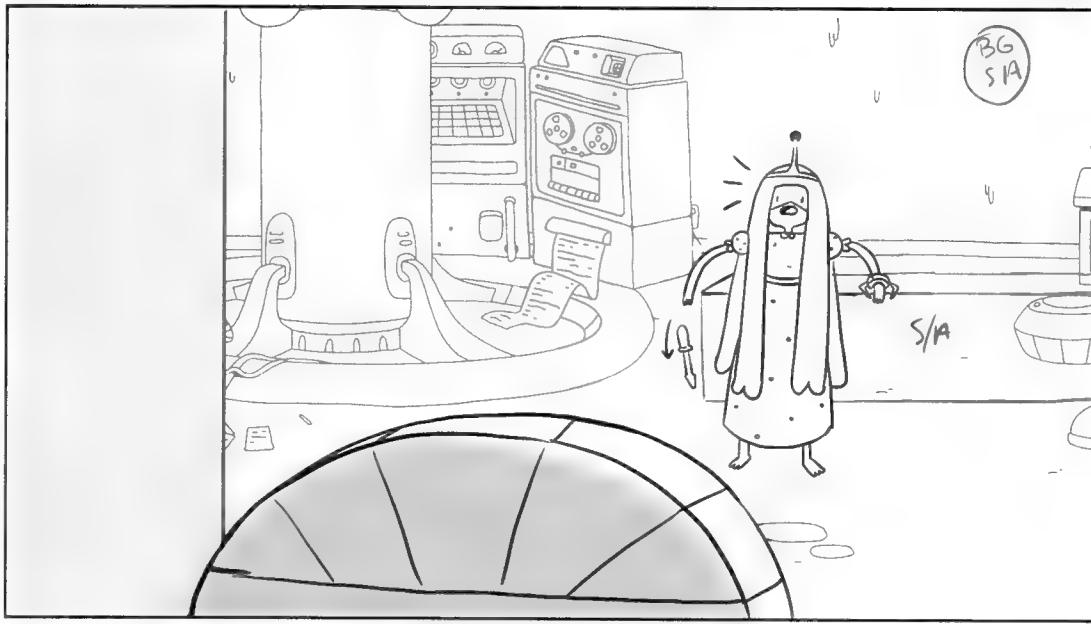
Sc. 15

Pnl. B

Bg.



day night

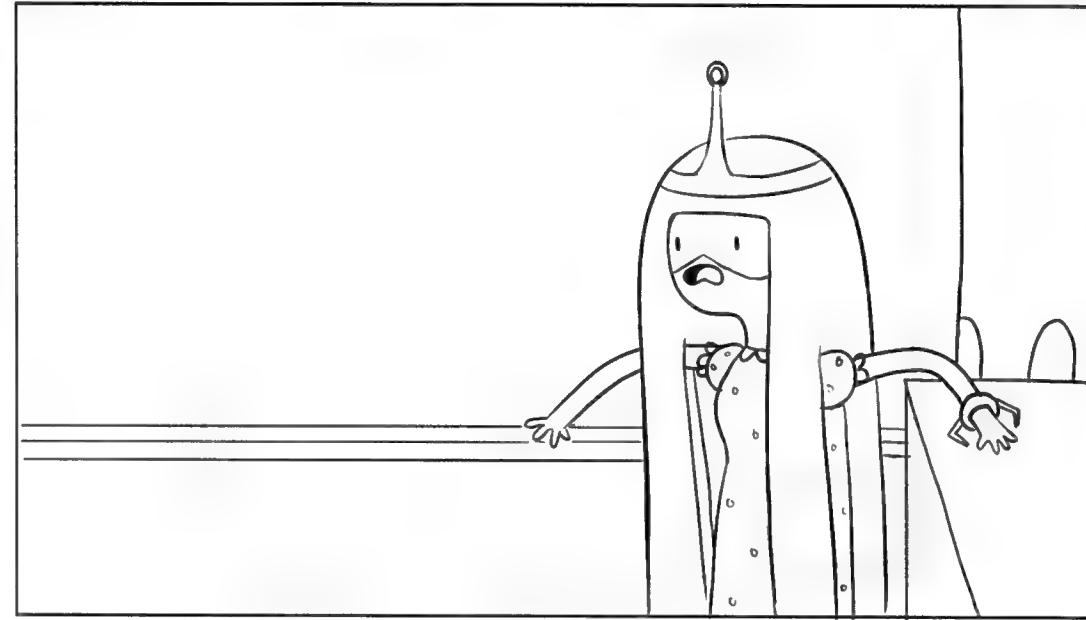


Sc. 16

Pnl. A

Bg.

day night



Dialog:

PB : Peps!

Action:

- PB PROPS SCREW DRIVER.

Timing:

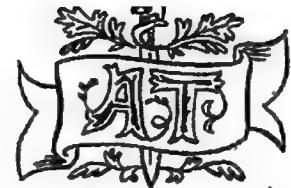
Production :

042-256

Page 35

EPISODE #

ADVENTURE TIME

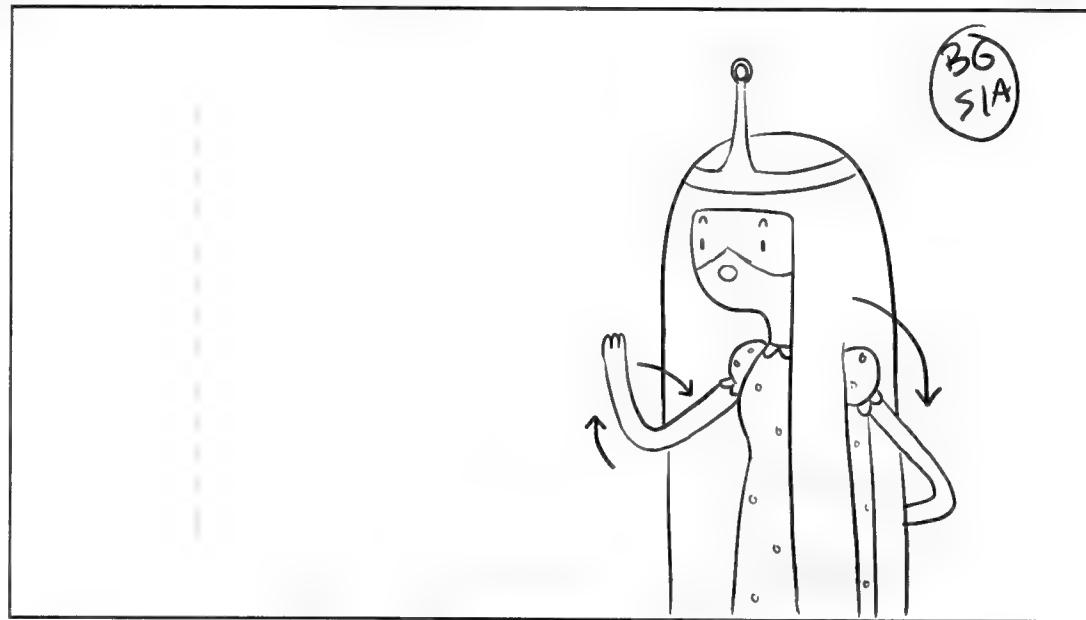


Sc. 16

Pnl. B

Bg.

day night

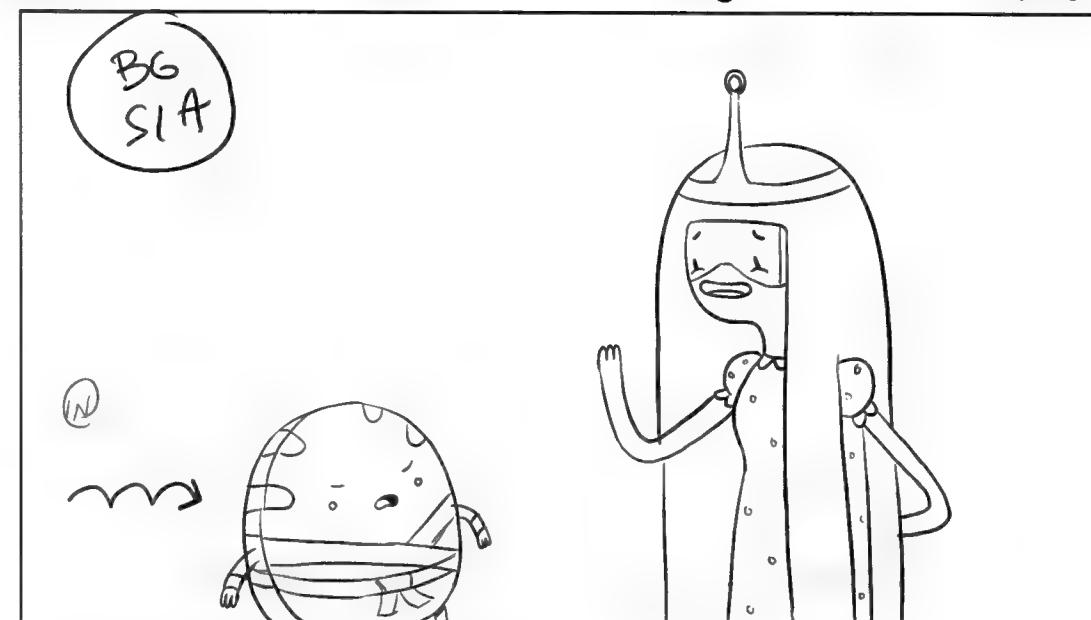


Sc. 16

Pnl. C

Bg.

Page 36
day night



Dialog:

PB: Heyy buddy. Just doin' some casual science jazz.

Pep B: Nice try, show me your hand, young lady!

Action:

- PB HIDES HAND BEHIND HER BACK.

- PEP BUT HURRIES ON/S

Timing:

EPISODE #

Production :

v 1142-251

ADVENTURE TIME

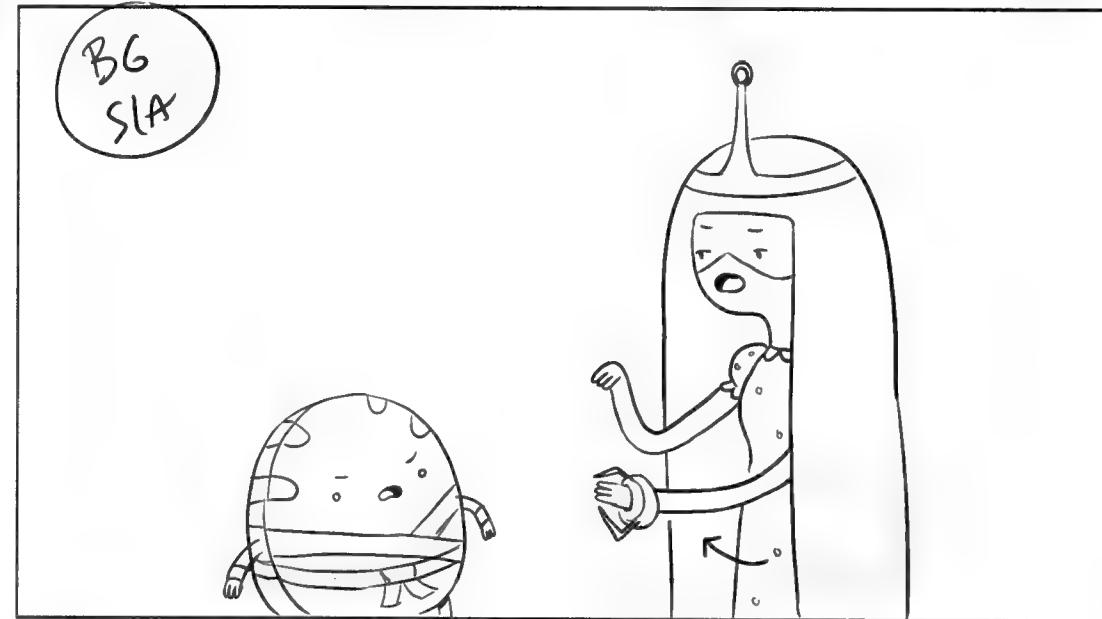
Sc. 16

Pnl. D

Bg.



day night

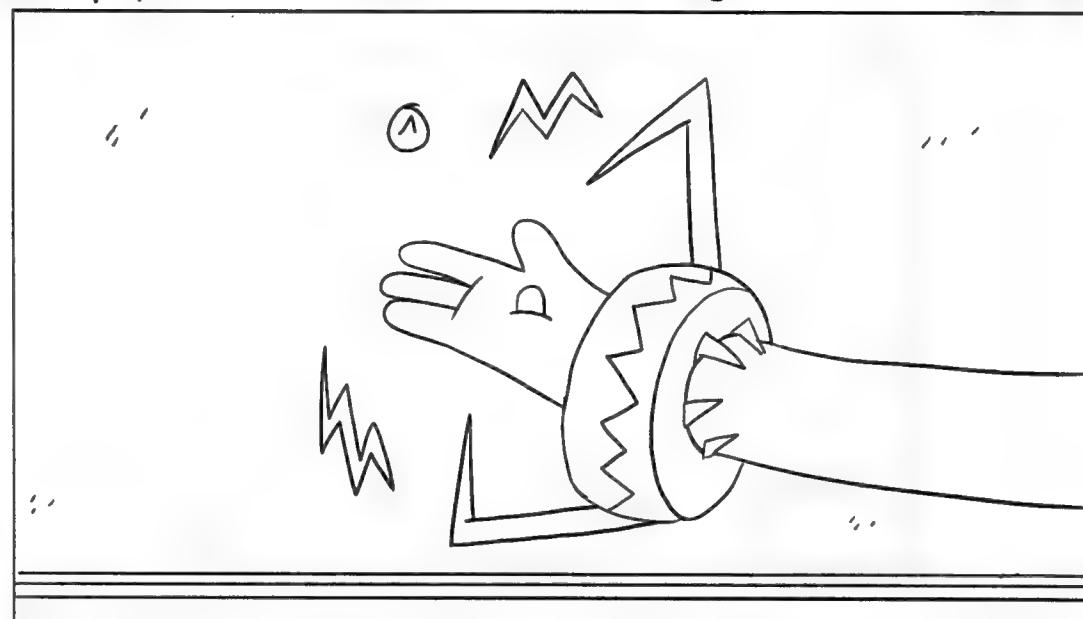


Sc. 17

Pnl. A

Bg.

Page 37
day night



Dialog:

PB : Fine...

PB : I was trying to chart my candy power to figure out why it's so GARBAGE ...

Action:

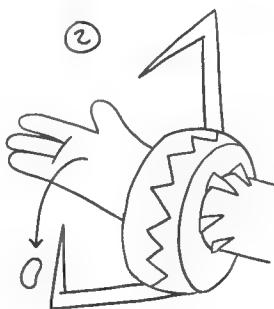
- PB HOLDS OUT ARM.

- Scary contraption zapping her palm

- JELLYBEAN PROTRUDING FROM PALM.

- JBEAN POPS OUT AND FAULS OFF/S.

Timing:



Production :

EPISODE #

1042-256

ADVENTURE TIME

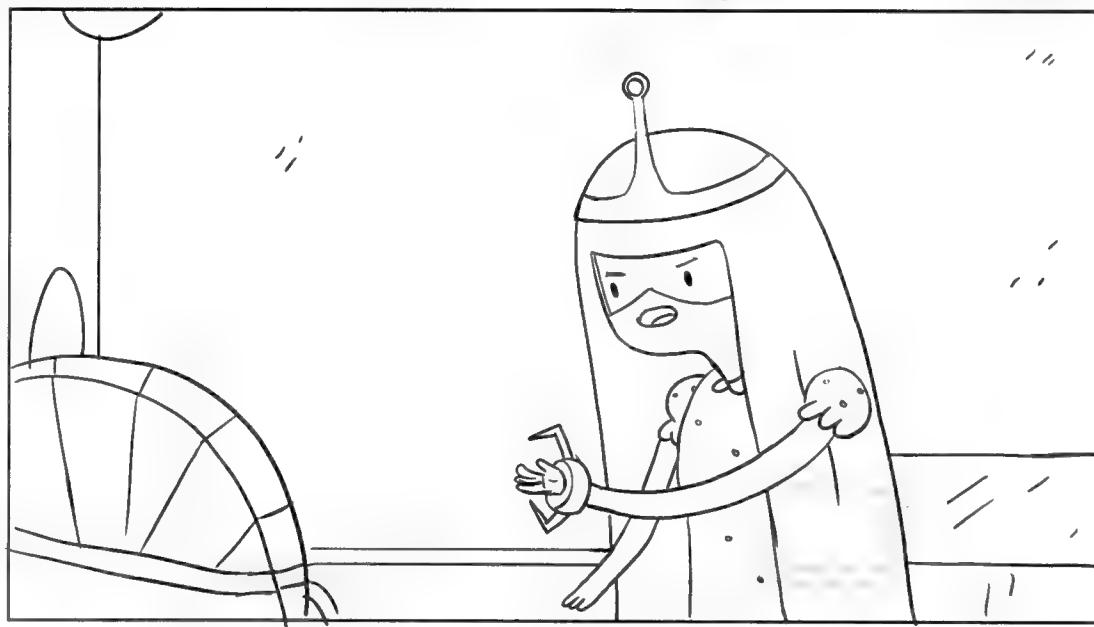


Sc. 18

Pnl. A

Bg.

day night

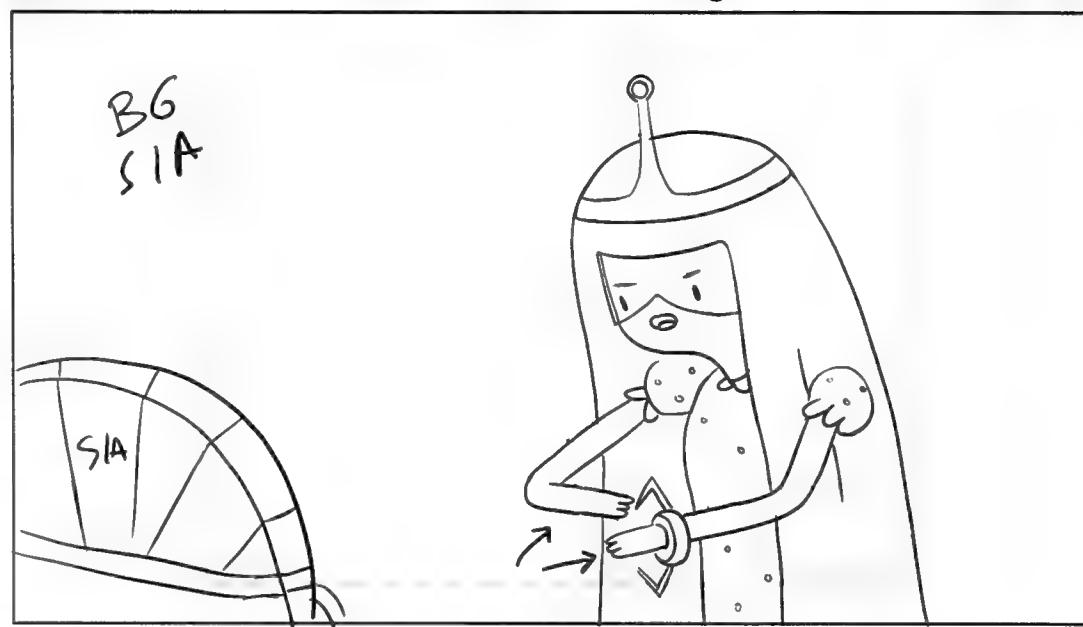


Sc. 18

Pnl. B

Bg.

day night



Dialog:

PB: But its GARBAGENESS IS UNCRACKABLE .

PB: All my experiment proved is that --

Action:

Timing:

Production :

Page 38

142-256

EPISODE #

ADVENTURE TIME



Sc. 18

Pnl. C

Bg.

day night

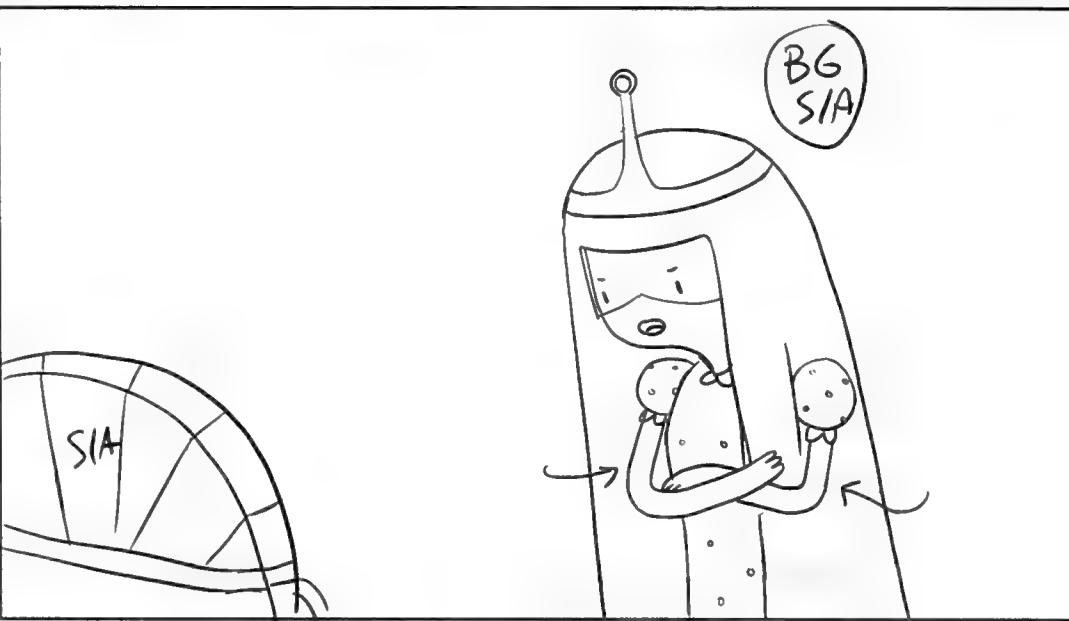
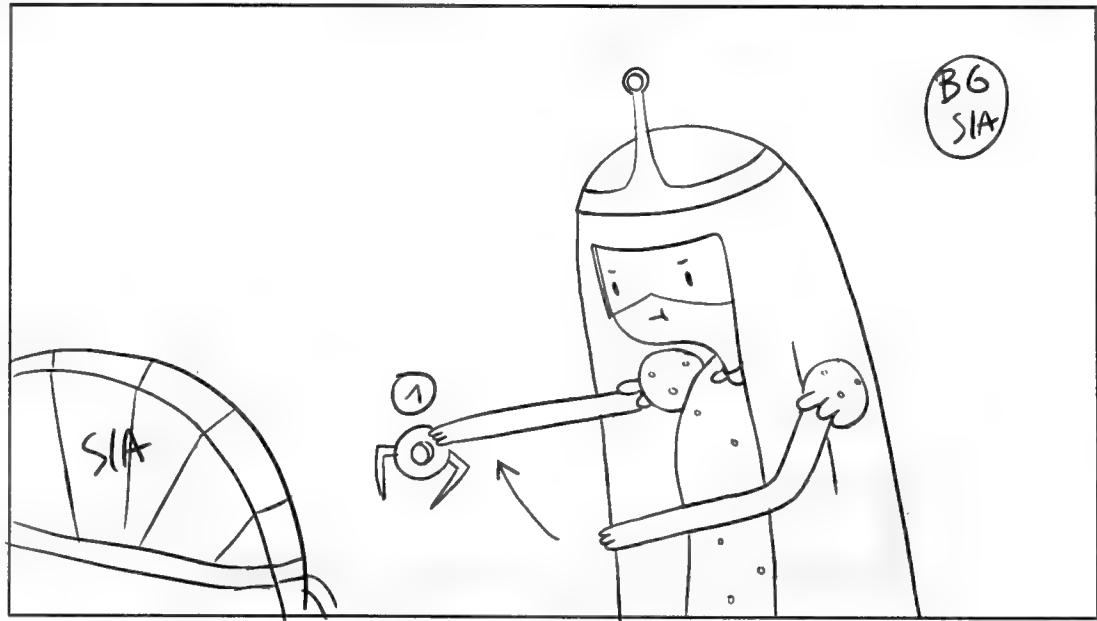
Sc. 18

Pnl. D

Bg.

day night

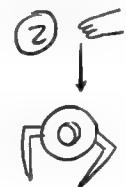
Page 39



Dialog:

PB : I might be envious of Slime Princess.

Action:



- PB PULLS OFF APPARATUS
AND DROPS IT OFF/S.

Timing:

EPISODE #

Production :

ADVENTURE TIME

Sc. 18

Pnl. E

Bg.



day night

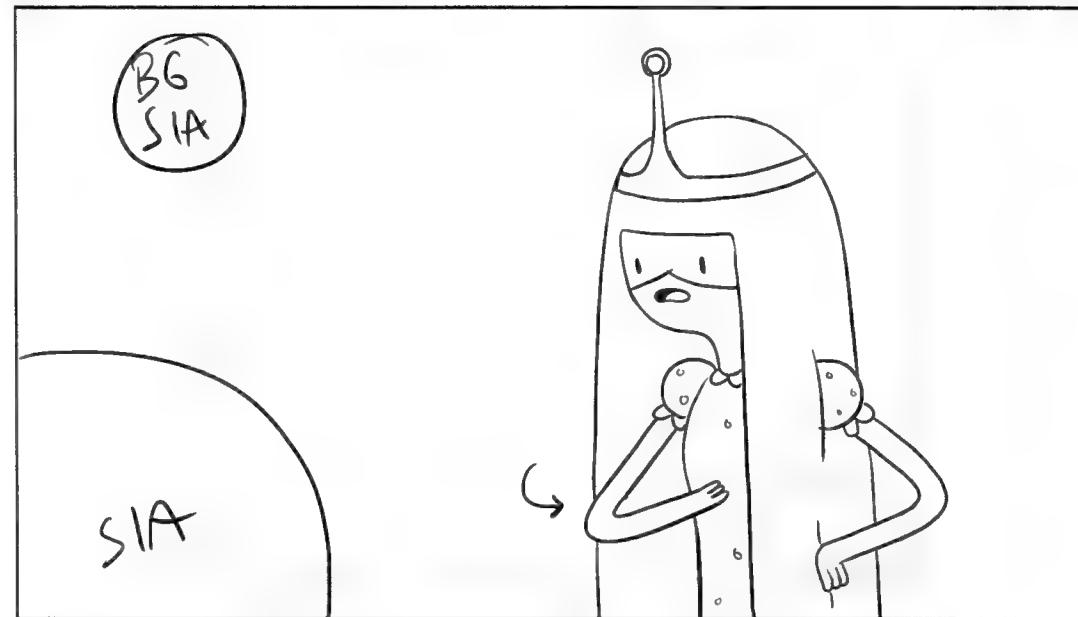
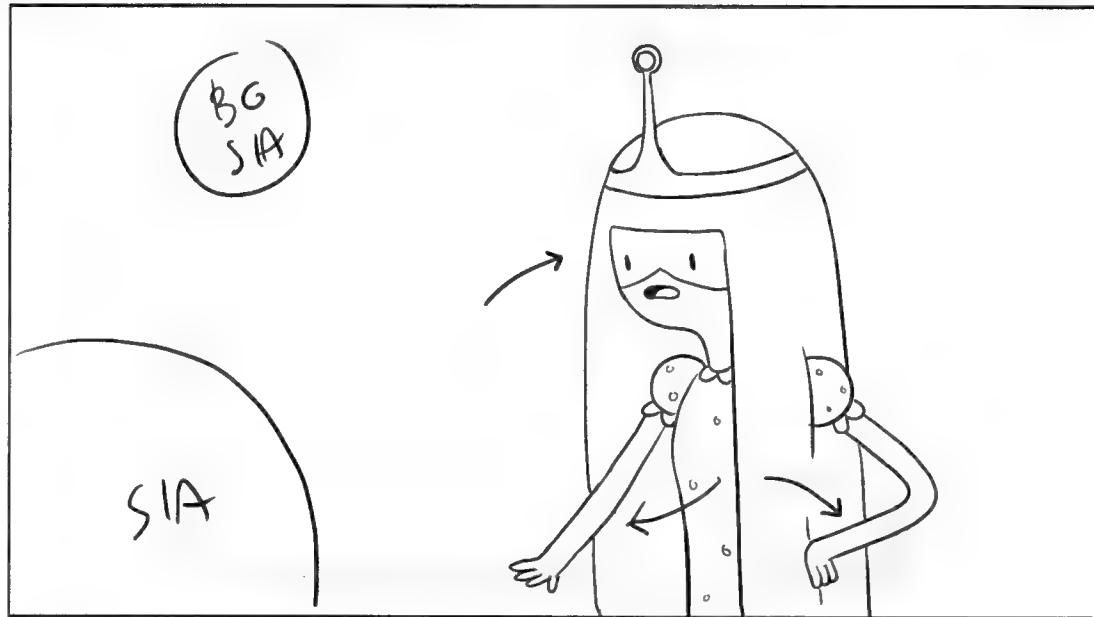
Sc. 18

Pnl. F

Bg.

Page 40

day night



Dialog:

PB: But why?

PB: Things were fine before jellybeans were --

Action:

Timing:

Production :

EPISODE #

142-250

ADVENTURE TIME

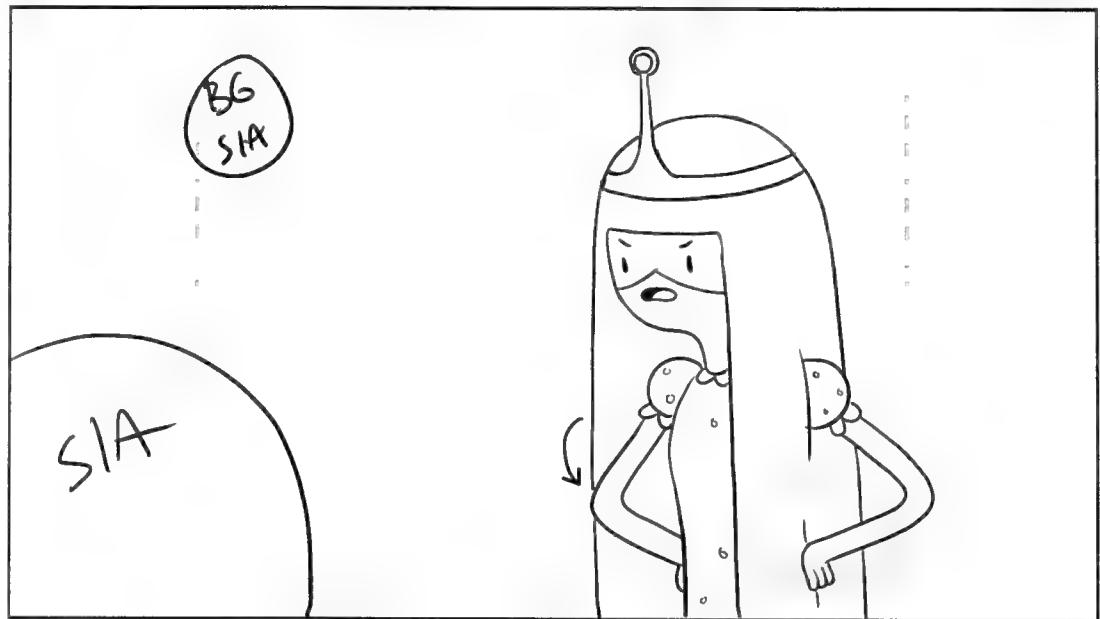


day night

Sc. 18

Pnl. G

Bg.

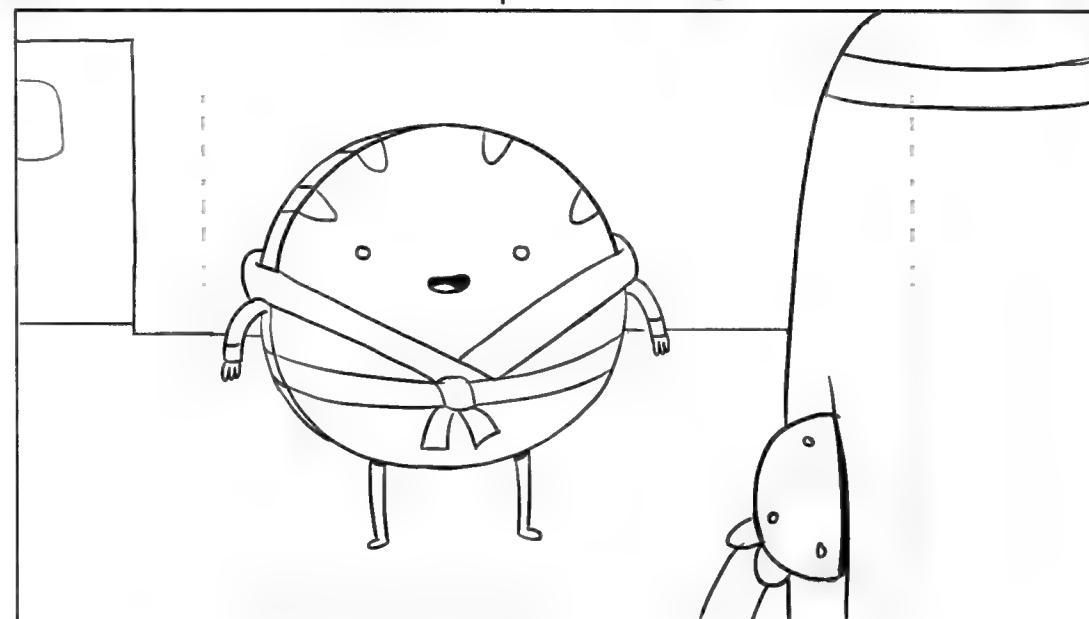


Sc. 19

Pnl. A

Bg.

day night



Page 41

EPISODE #

1042-250

Dialog:

PB: FARTING OUT OF MY PALMS.

PepB: DON'T GIVE IN TO nostalgie, princess.

Action:

Timing:

ADVENTURE TIME

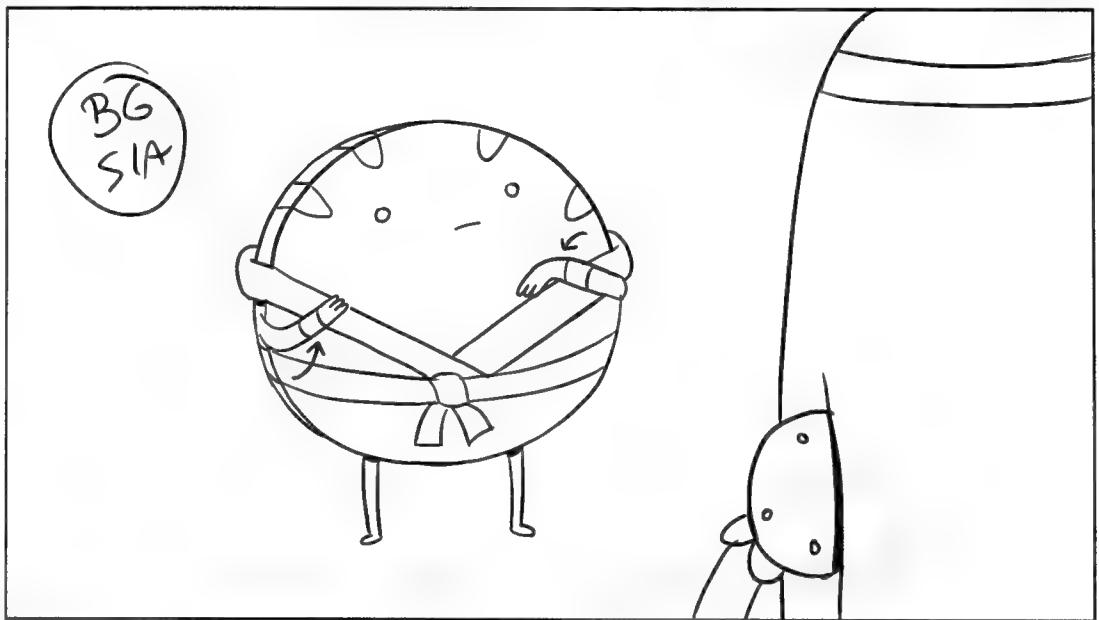
Sc. 19

Pnl. B

Bg.



day night



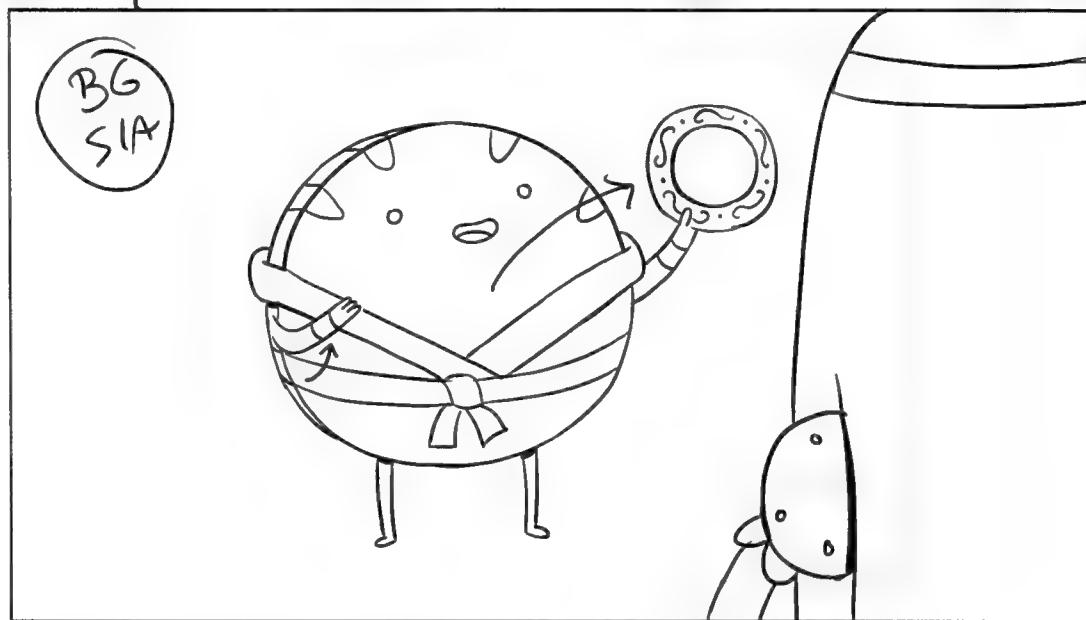
Sc. 19

Pnl. C

Bg.

Page 42

day night



Dialog:

PepB: One day a person is livin' their normal life --

Action:

- PepB takes plate out of robe.

Timing:

Production :

1042-250

EPISODE #

ADVENTURE TIME

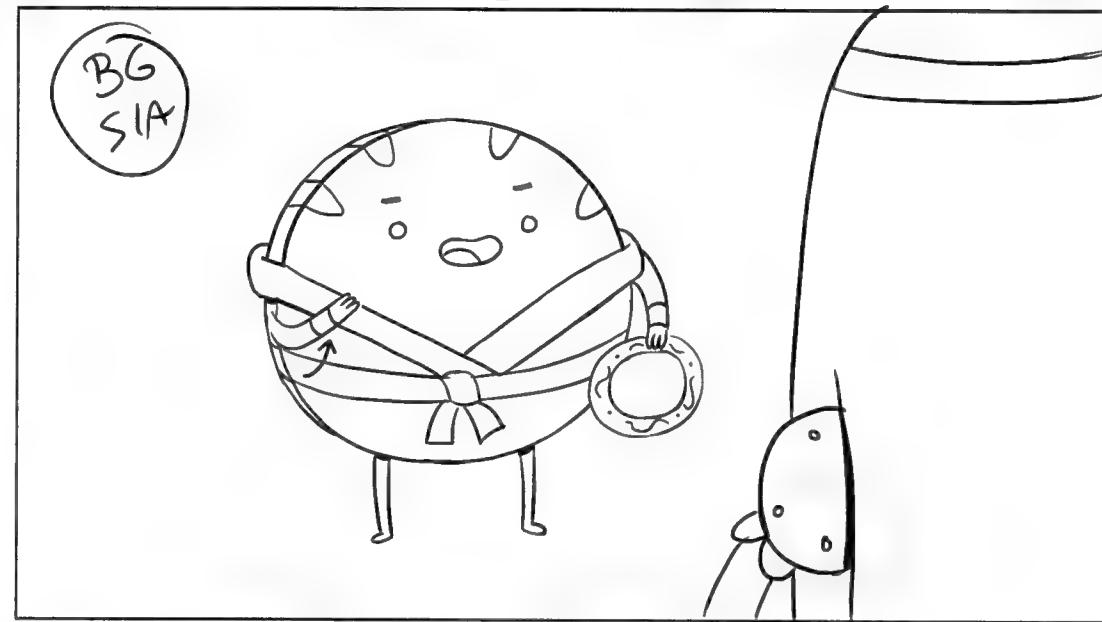
Sc. 19

Pnl. D

Bg.



day night

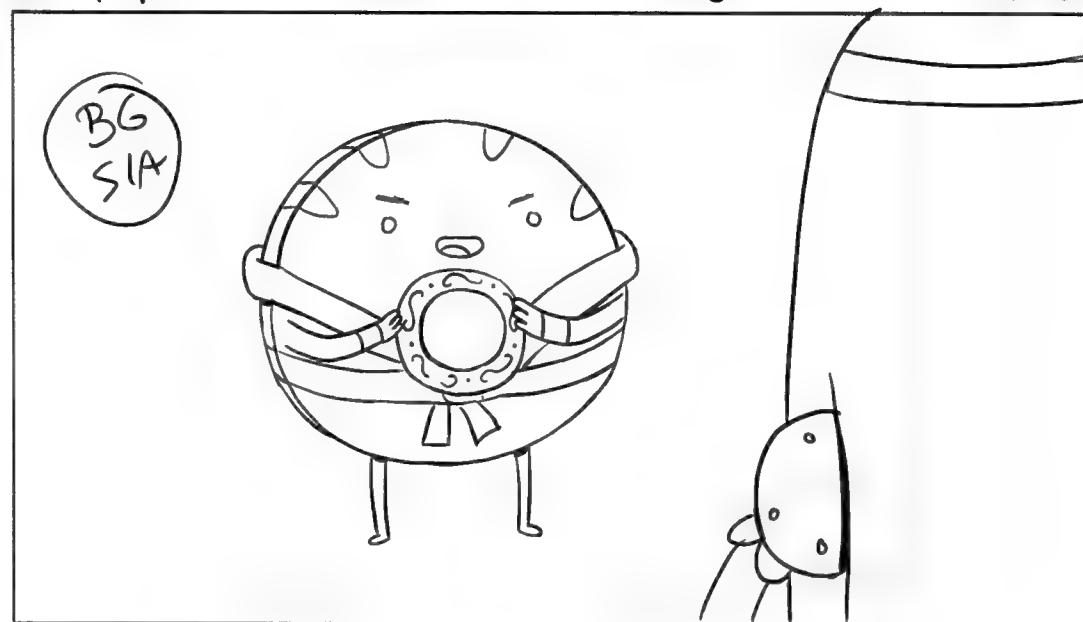


Sc. 19

Pnl. E

Bg.

Page 43
day night



Dialog: PepB: The next day they find out they're vessels for an ancient source of power.

PepB: And they DEAL.WITH.IT.

Action:

Timing:

EPISODE # 042-251

Production :

ADVENTURE TIME

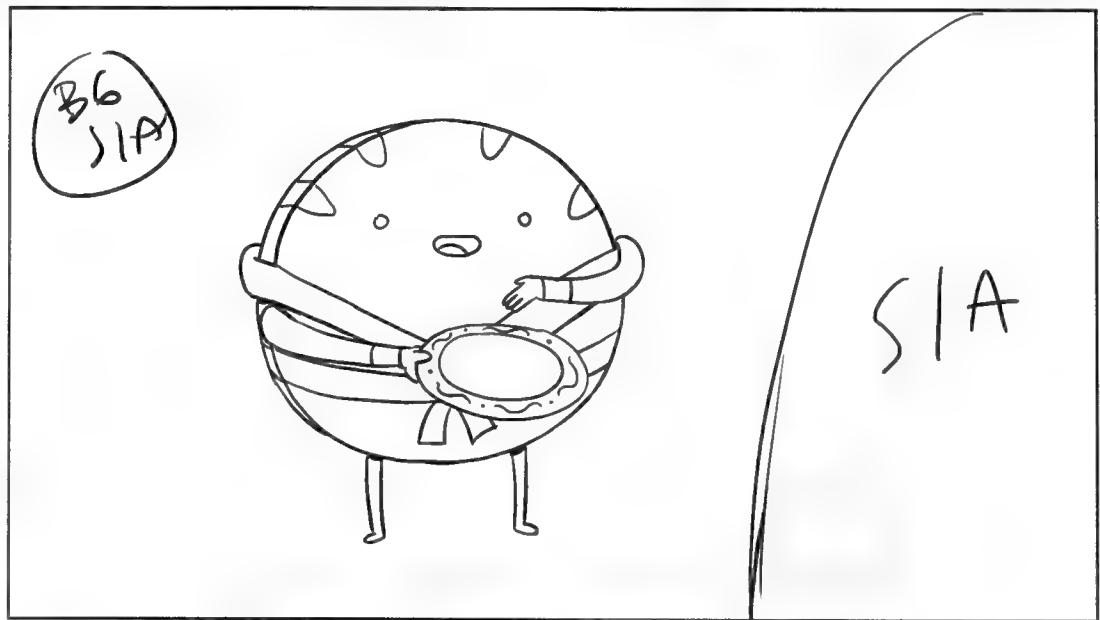


Sc. 19

Pnl. F

Bg.

day night

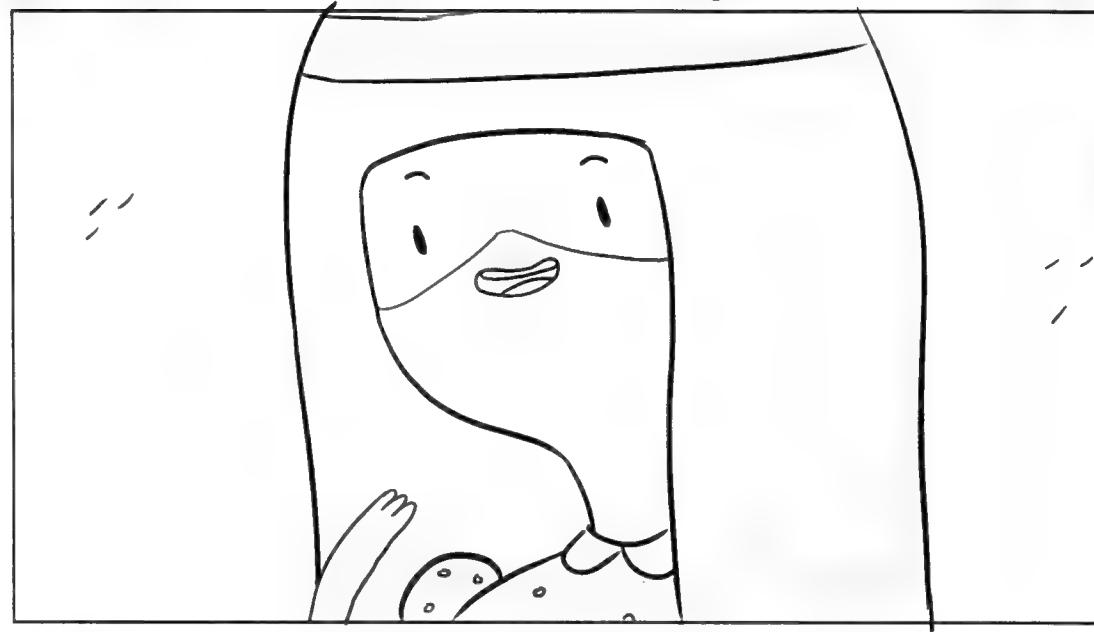


Sc. 20

Pnl. A

Bg.

day night



Page 44

Dialog: PepB: Now, imagine this plate's an enemy of the Kingdom...

PB: You sleep with a plate?

Action:

Timing:

EPISODE # 042-250

Production :

ADVENTURE TIME

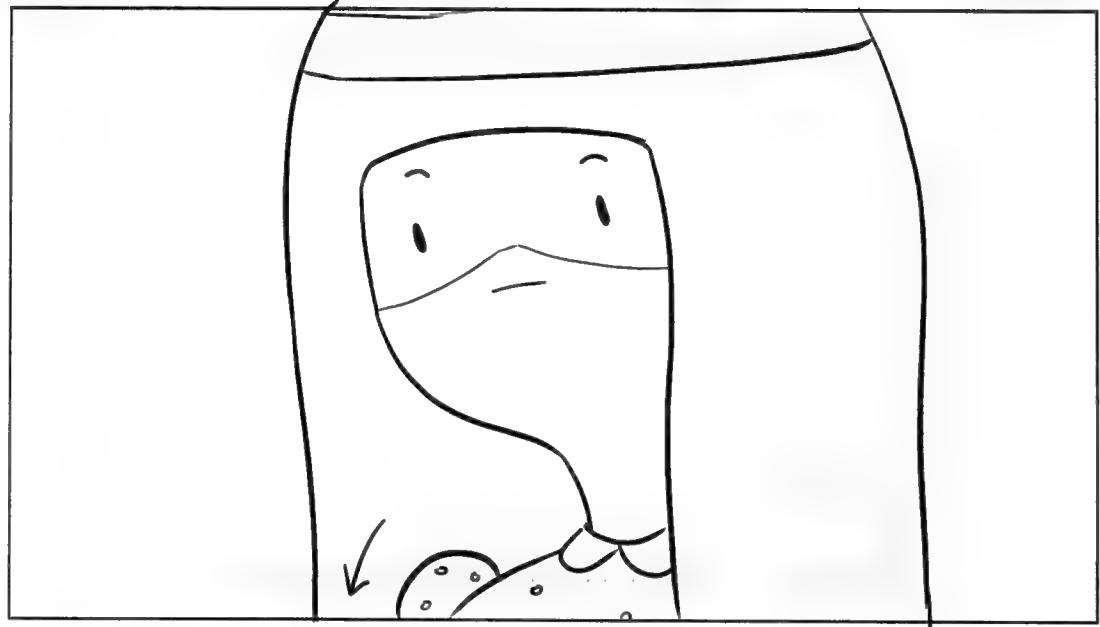


Sc. 20

Pnl. B

Bg.

day night

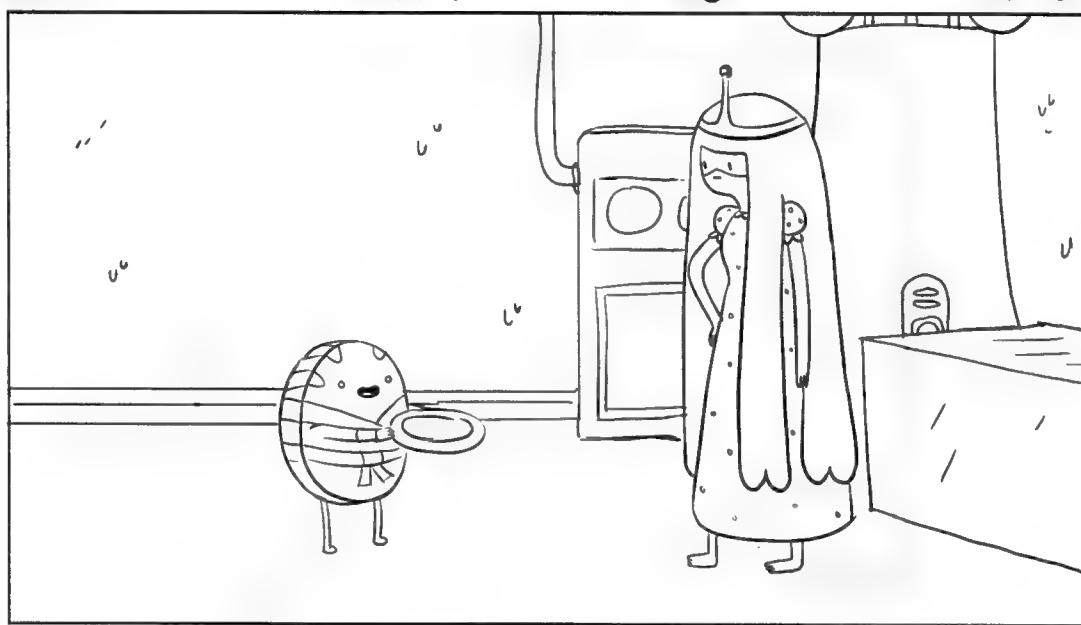


Sc. 21

Pnl. A

Bg.

day night



Dialog: PepB : I'm a butler. Anyhow-
(C15) The whole Kingdom's lookin'
to you to beat it.

PepB : You're gonna shoot it with streams of
powerful candy, --

Action:

Timing:

Page 45

EPISODE #

Production :

042-250

ADVENTURE TIME

Sc. 21

Pnl. B

Bg.



day night

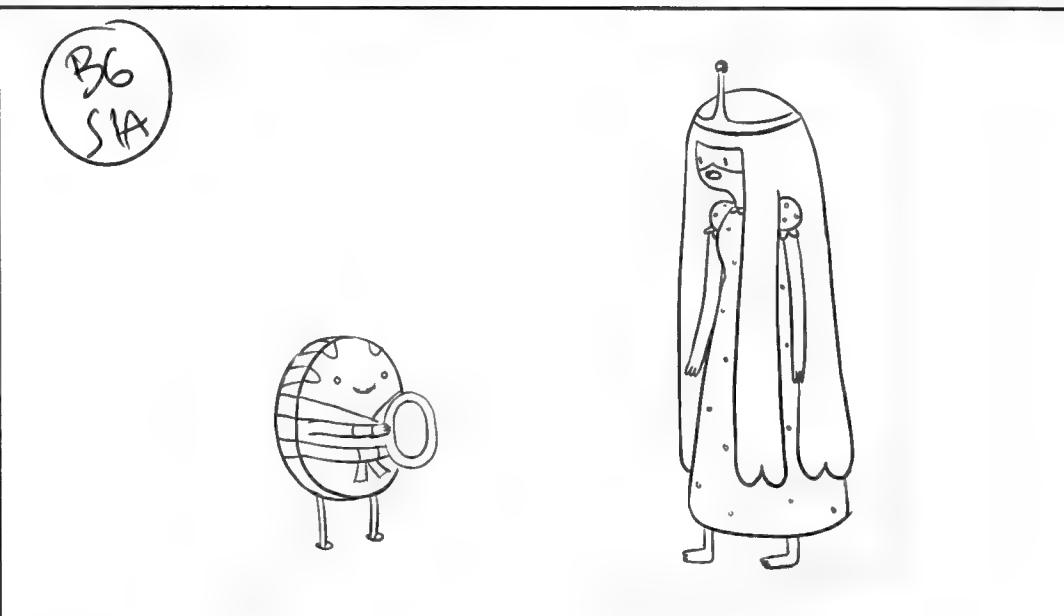
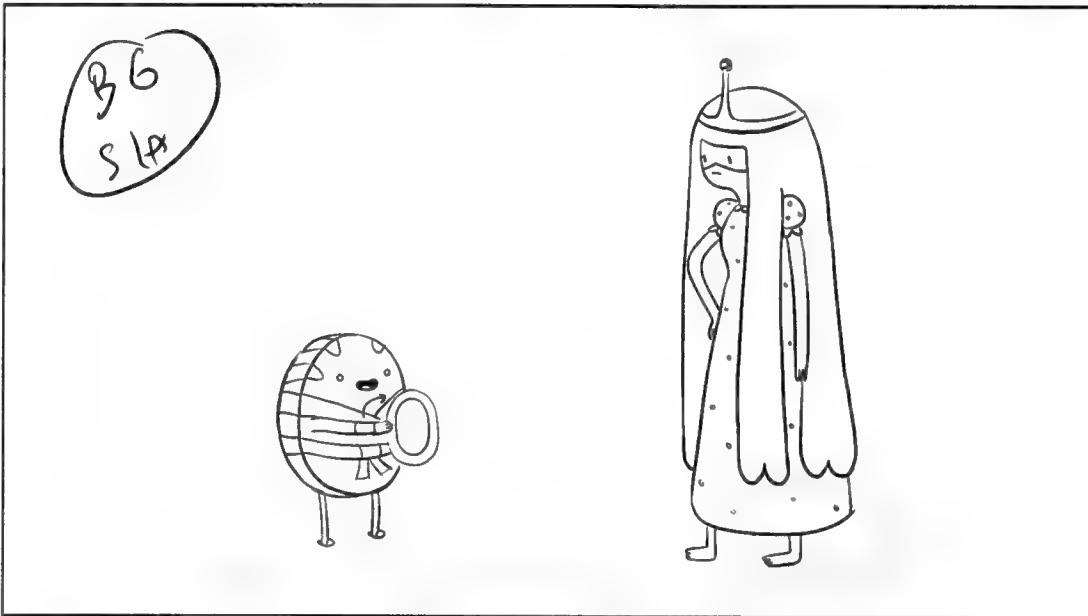
Sc. 21

Pnl. C

Bg.

Page 46

day night



Dialog: PepB: And it's gonna blow their freakin' minds!

PB: Well... okay.

Action:

Timing:

Production :

1042-251

EPISODE #

ADVENTURE TIME

Sc. 21

Pnl. D

Bg.



day night

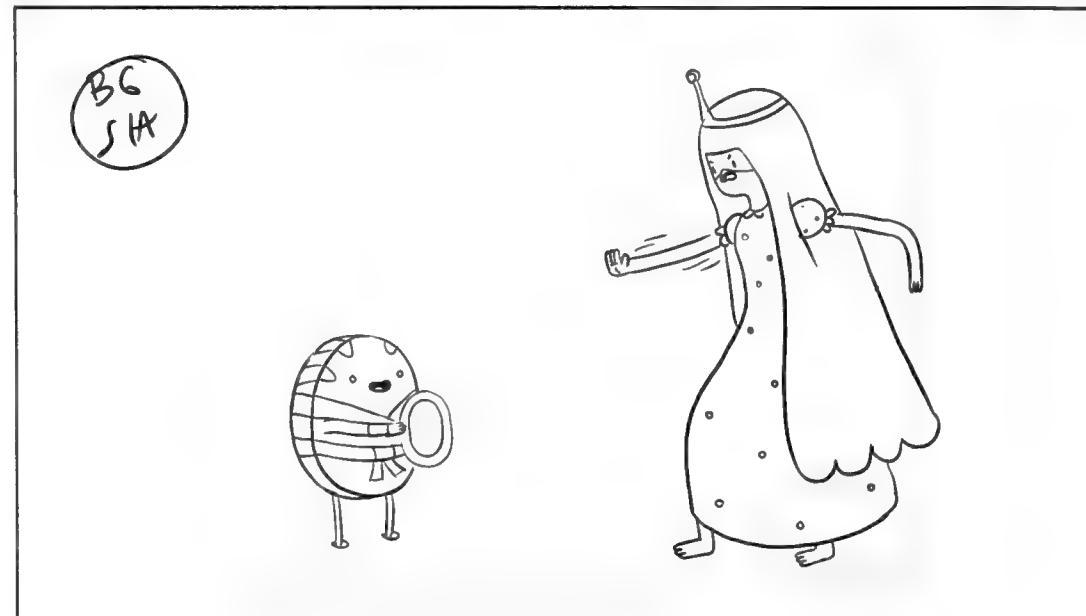
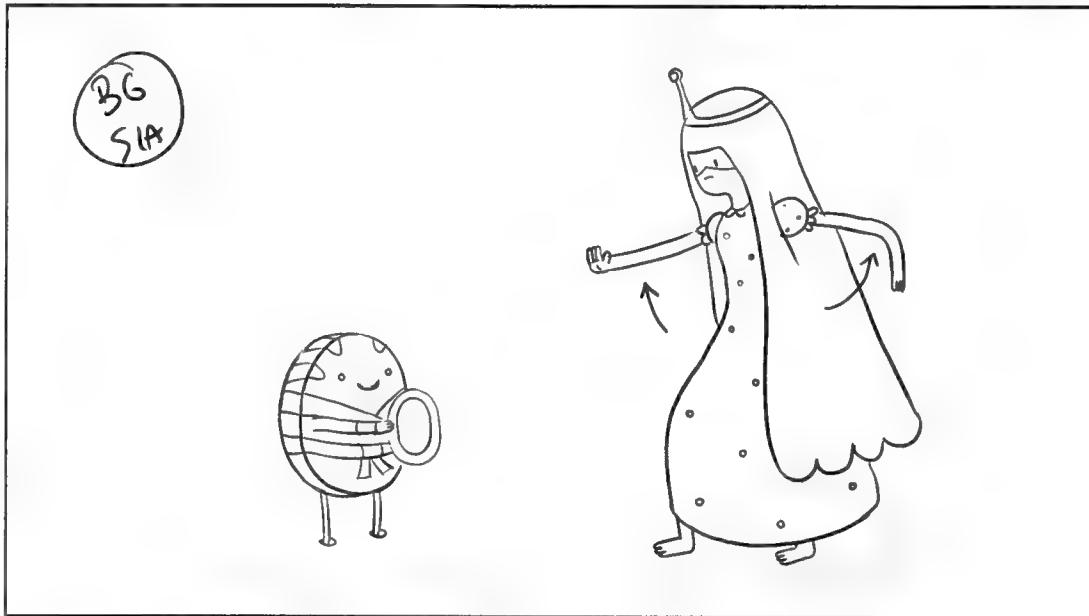
Sc. 21

Pnl. E

Bg.

Page 47

day night



Dialog:

PB: [strains]

Action:

- PB RAISES ARM.

- PB SHAKES WITH EFFoRT

Timing:

Production :

1.042-2b1

ADVENTURE TIME

Sc. 22

Pnl. A

Bg.



day night

Sc. 22

Pnl. B

Bg.

Page 48

day night

"



"

"

"

S/A

"



"

Dialog:

* PRBBT *

Action:

- JELLY BEAN SLOWLY PHASES OUT OF PALM.

Timing:

Production :

1042-250

EPISODE #

ADVENTURE TIME



Sc. 22

Pnl. C

Bg.

day night

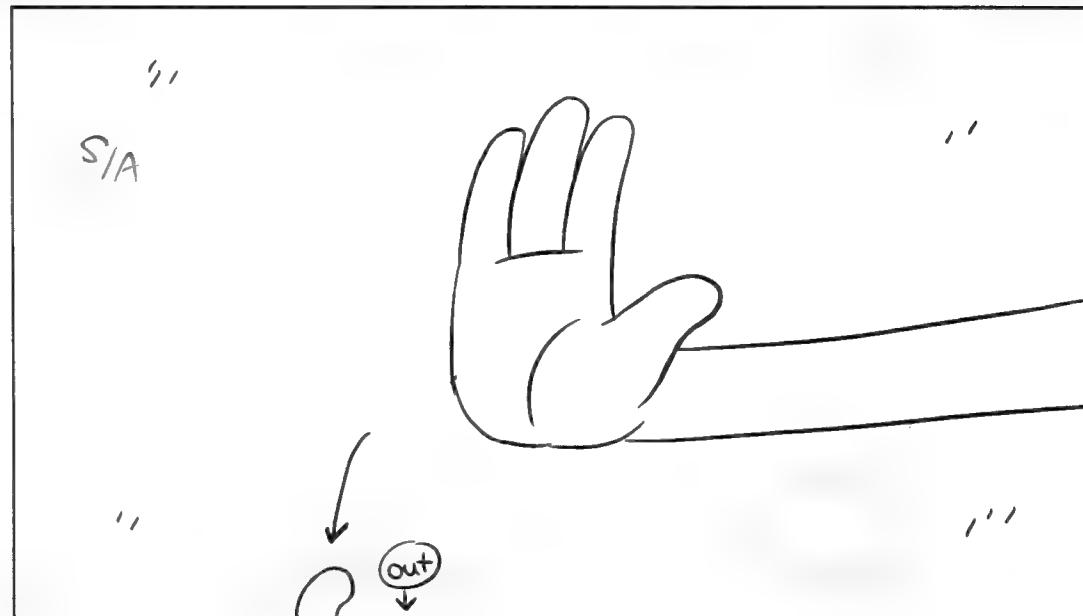
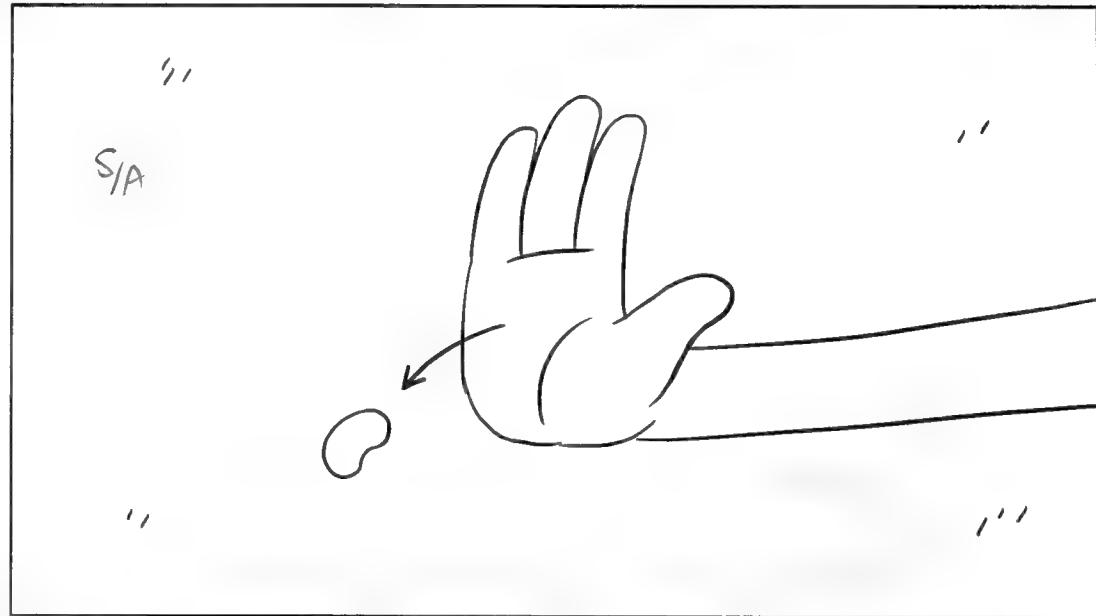
Sc. 22

Pnl. D

Bg.

day night

Page 49



Dialog:

Action:

-JELLYBEAN POPS LOOSE AND FALLS OFF/S.

Timing:

Production :

1042-251

EPISODE #

ADVENTURE TIME

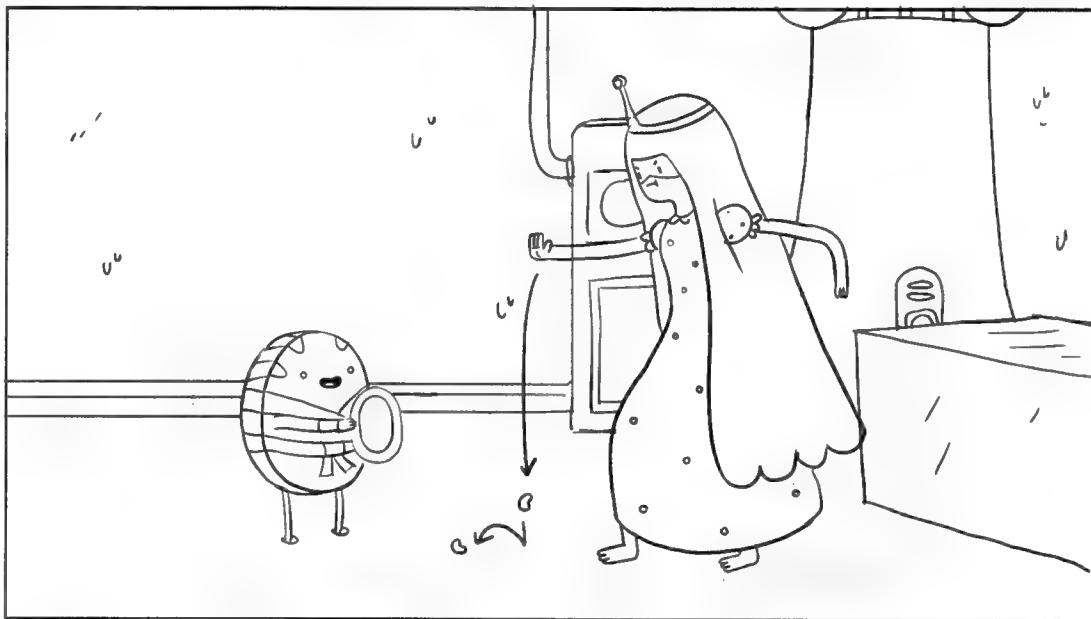
Sc. 23

Pnl. A

Bg.



day night

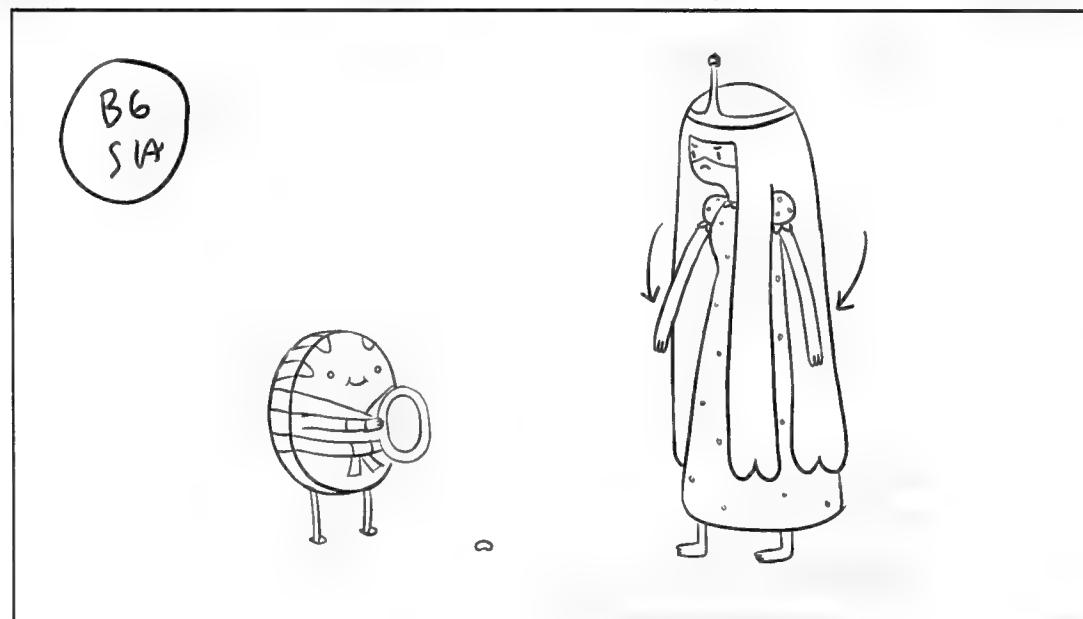


Sc. 23

Pnl. B

Bg.

Page 50
day night



Dialog:

SFX: *TK-TK*

Action:

-JELLYBEAN FALLS TO THE GROUND.

Timing:

Production :

1042-2b1

EPISODE #

ADVENTURE TIME

Sc. 23

Pnl. C

Bg.



day night

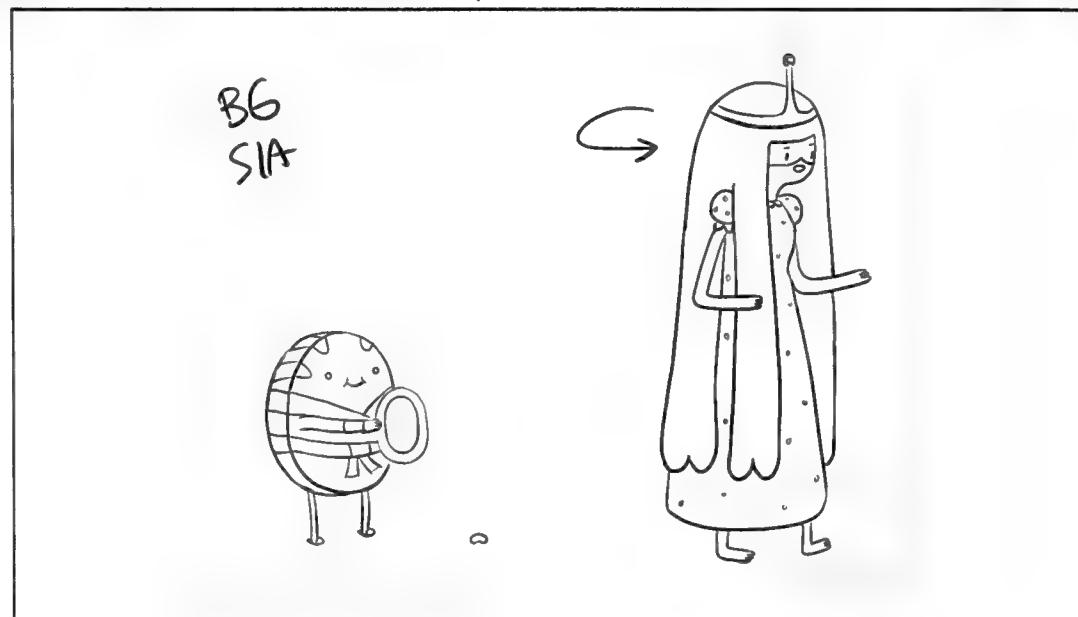
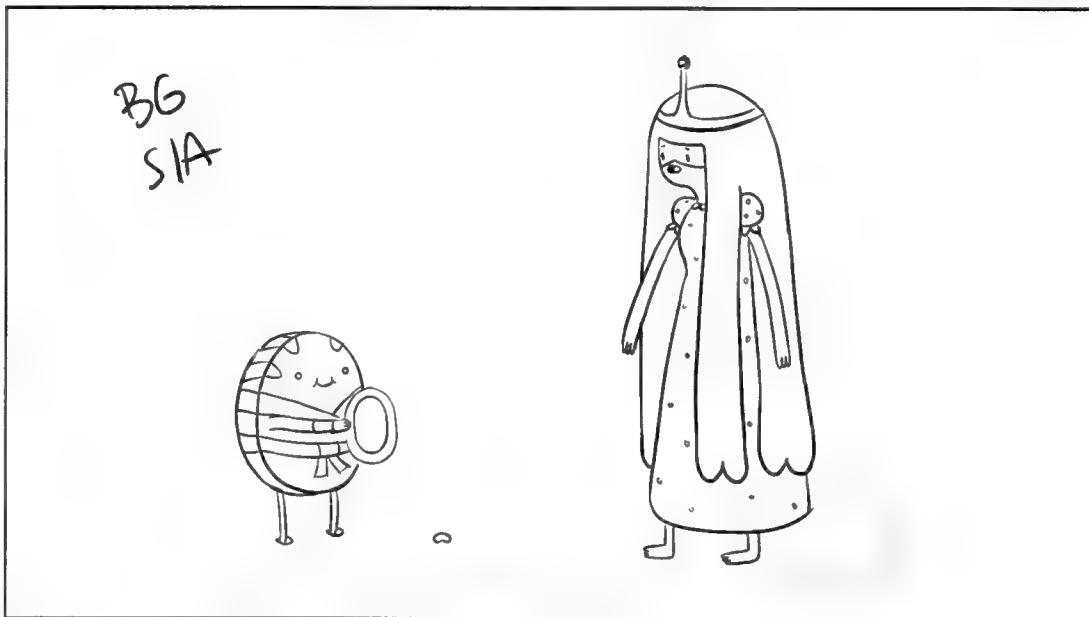
Sc. 23

Pnl. D

Bg.

Page 51

day night



Dialog:

PB : Thanks for tryin', Peps...

PB : I'm gonna call it a night.

Action:

-PB TURNS.

Timing:

Production :

EPISODE #

1042-251

ADVENTURE TIME

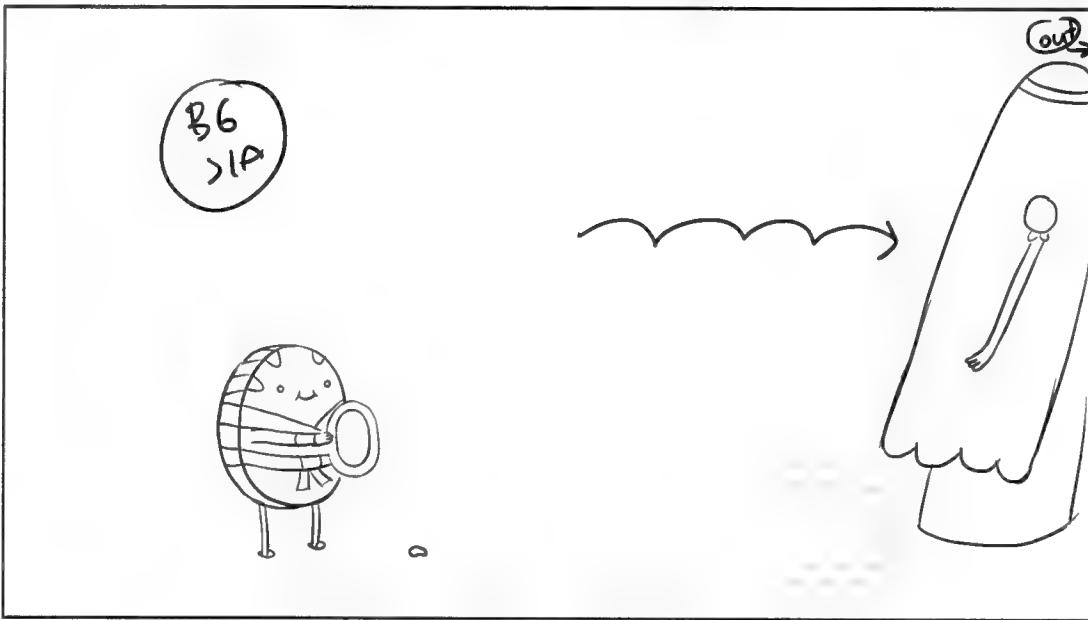
Sc. 23

Pnl. E

Bg.



day night

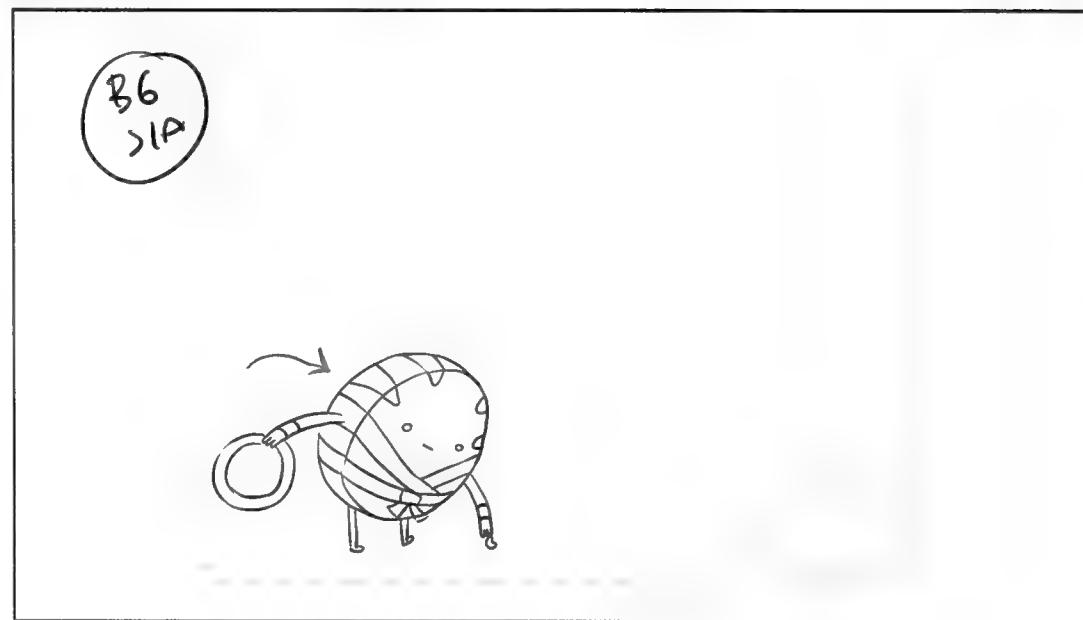


Sc. 23

Pnl. F

Bg.

Page 52
day night



Dialog:

Action:

- PB WALKS OFF/S.

- PepB picks up candy

Timing:

Production :

1042-250

EPISODE #

ADVENTURE TIME

Sc. 23

Pnl. 6

Bg.



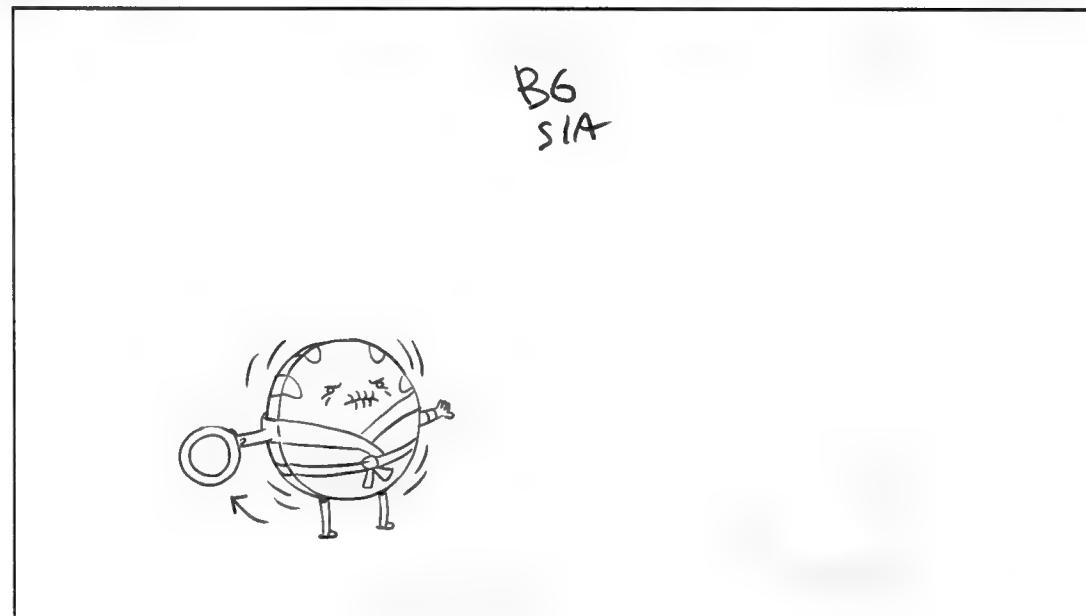
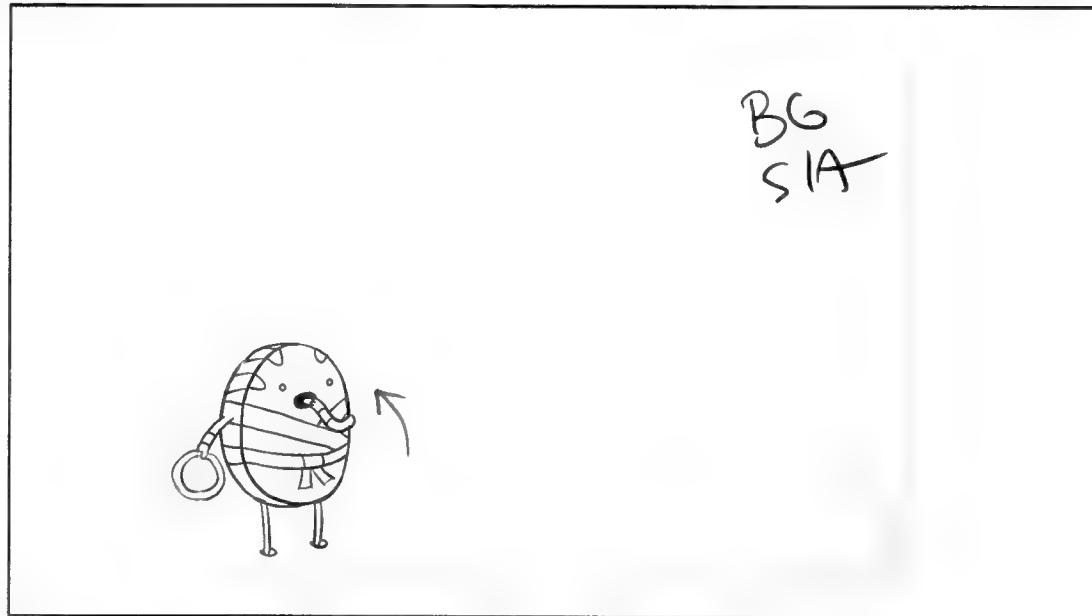
day night

Sc. 23

Pnl. 7

Bg.

Page 53
day night



Dialog:

Action:

- PepB PUTS JELLY BEAN IN MOUTH.

PepB makes a 'sour face'

Timing:

Production :

1042-256

EPISODE #

ADVENTURE TIME

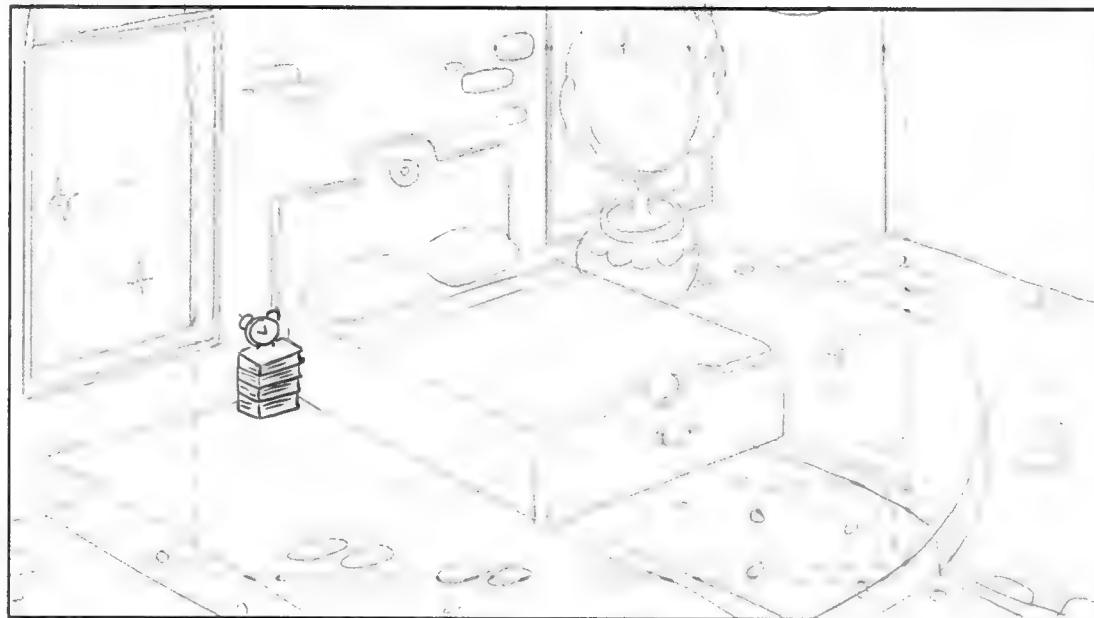
Sc. 24

Pnl. A

Bg.



day night

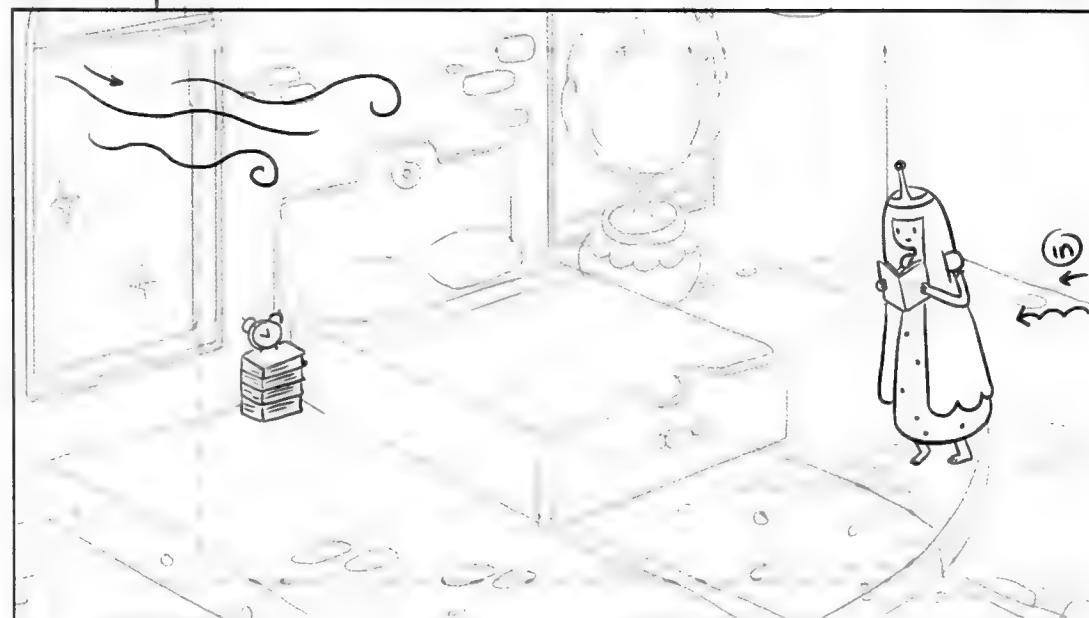


Sc. 24

Pnl. B

Bg.

day night



Dialog:

SPX: * WIND *

Action:

-PB'S BEDROOM.

-PB WALKS ON/S.

Timing:

Production :

EPISODE #

1042-251

Page 54

ADVENTURE TIME

Sc. 24

Pnl. C

Bg.



day night

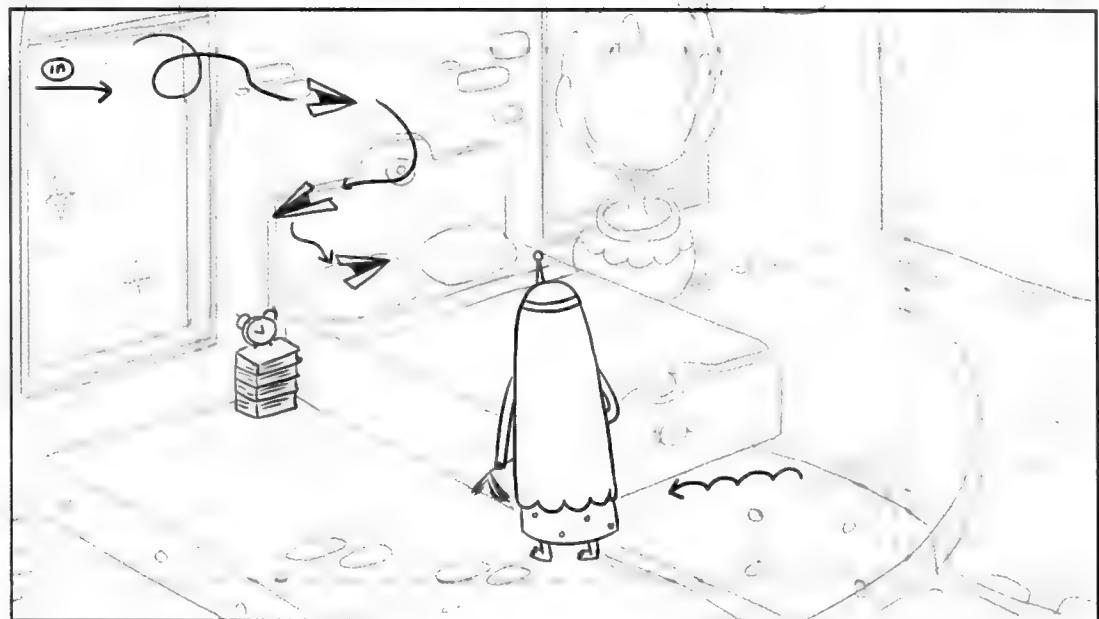


Sc. 24

Pnl. D

Bg.

day night



Dialog:

PB: Brrr



Action:

- Cold wind comes through the window.

- Paper plane comes through the window
and lands on the pillow.

Timing:

Production :

042-251

Page 55

EPISODE #

ADVENTURE TIME

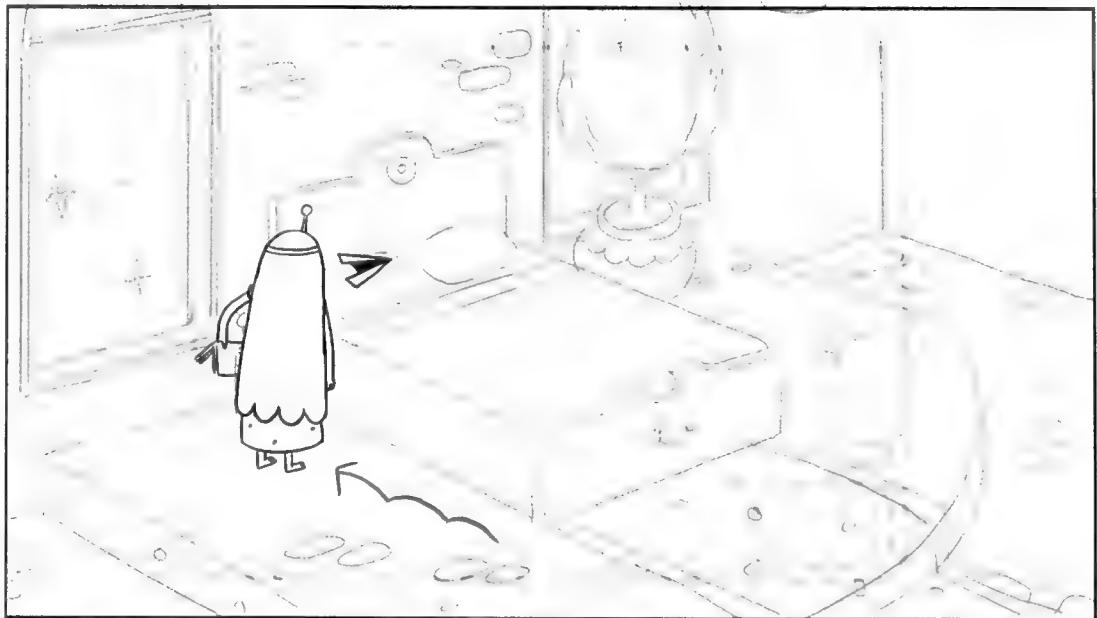


Sc. 24

Pnl. E

Bg.

day night



Sc. 24

Pnl. F

Bg.

day night



Page 56

Dialog:

PB: Huh?

Action:

-PB PICKS UP AIRPLANE.

Timing:

Production :

EPISODE #

1.042-251

ADVENTURE TIME

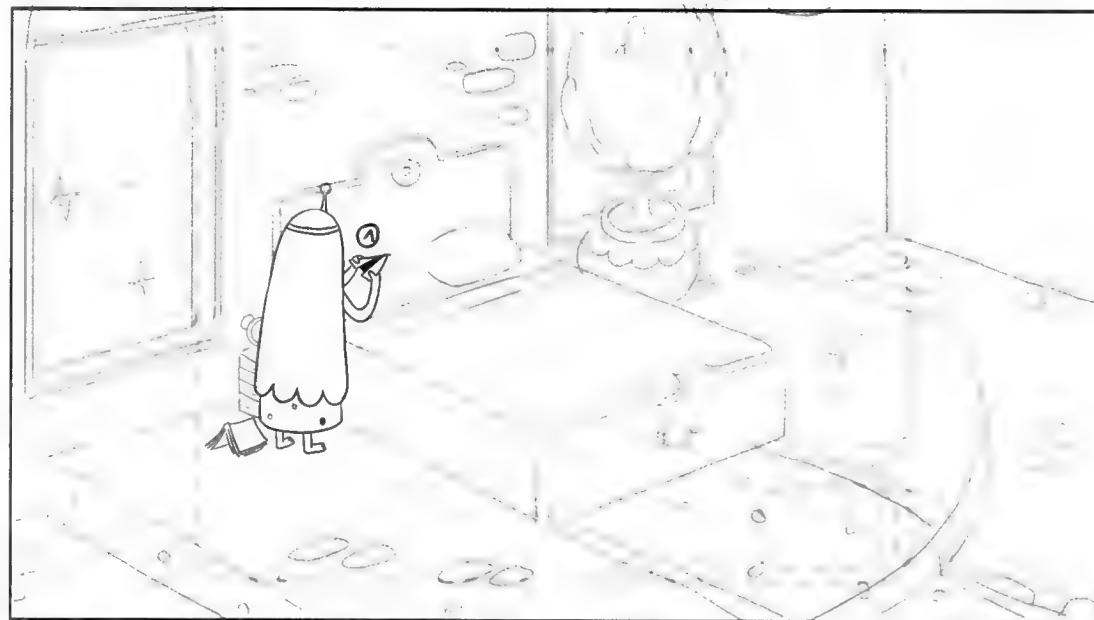
Sc. 24

Pnl. G

Bg.



day night



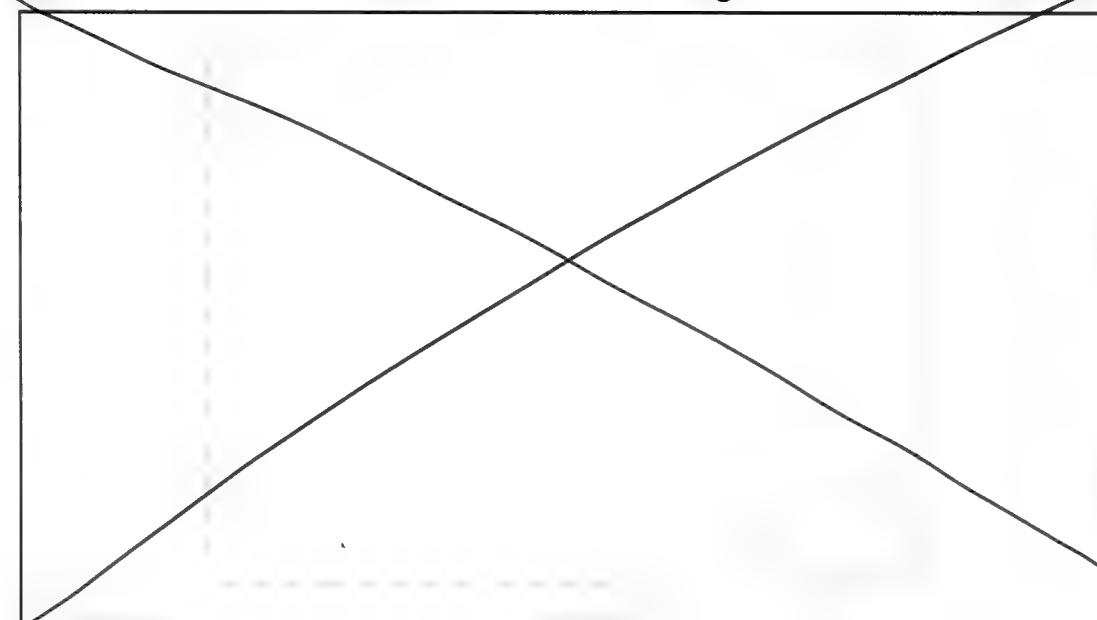
Sc.

Pnl.

Bg.

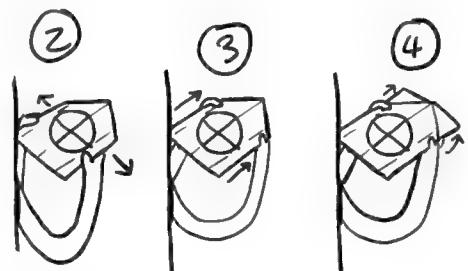
Page 57

day night



Dialog:

Action:



Timing:

paper unfolding poses

Production :

EPISODE #

1042-251

ADVENTURE TIME

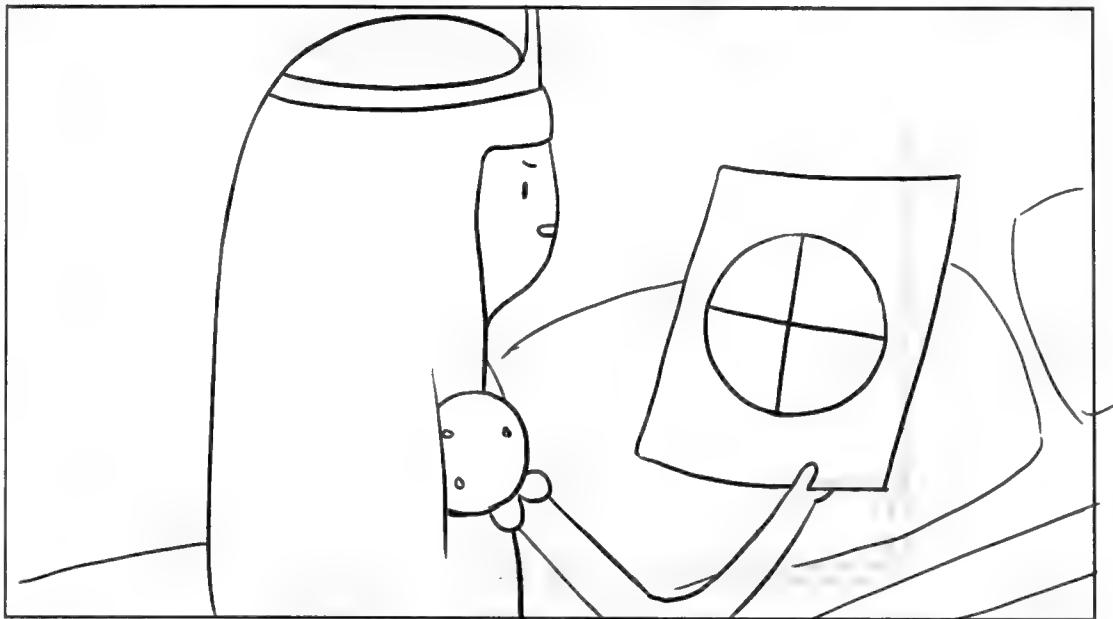
Sc. 25

Pnl. A

Bg.



day night



Sc. 26

Pnl. A

Bg.

Page 58

day night



Dialog:

PB: What IS THIS?

Action:

- PB STARES AT SYMBOL ON PAPER.

Timing:

Production :

EPISODE #

1042-251

ADVENTURE TIME

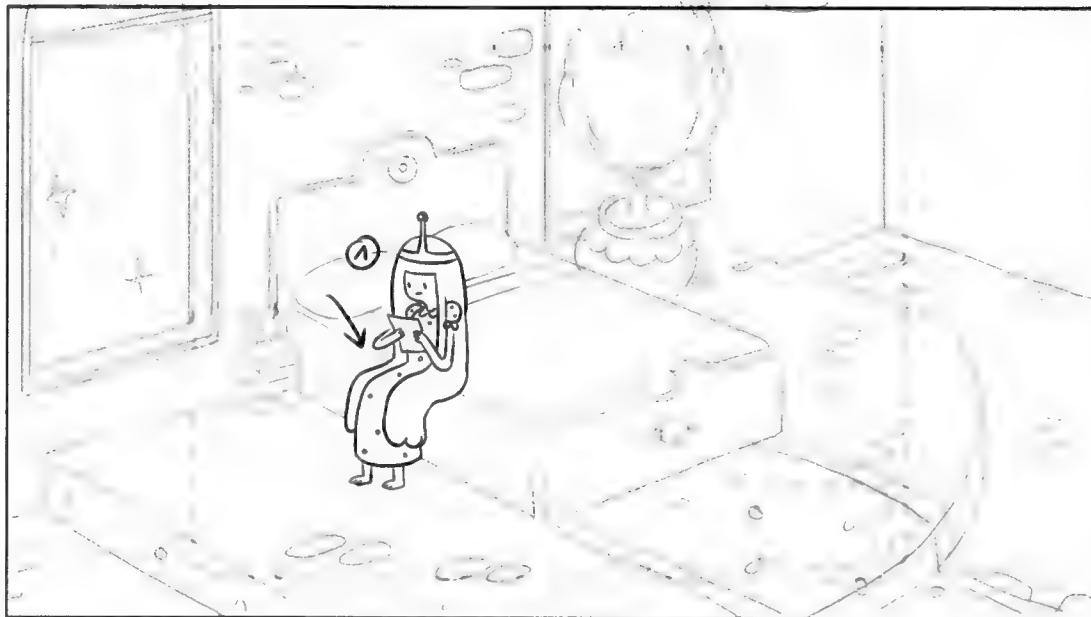
Sc. 26

Pnl. B

Bg.



day night

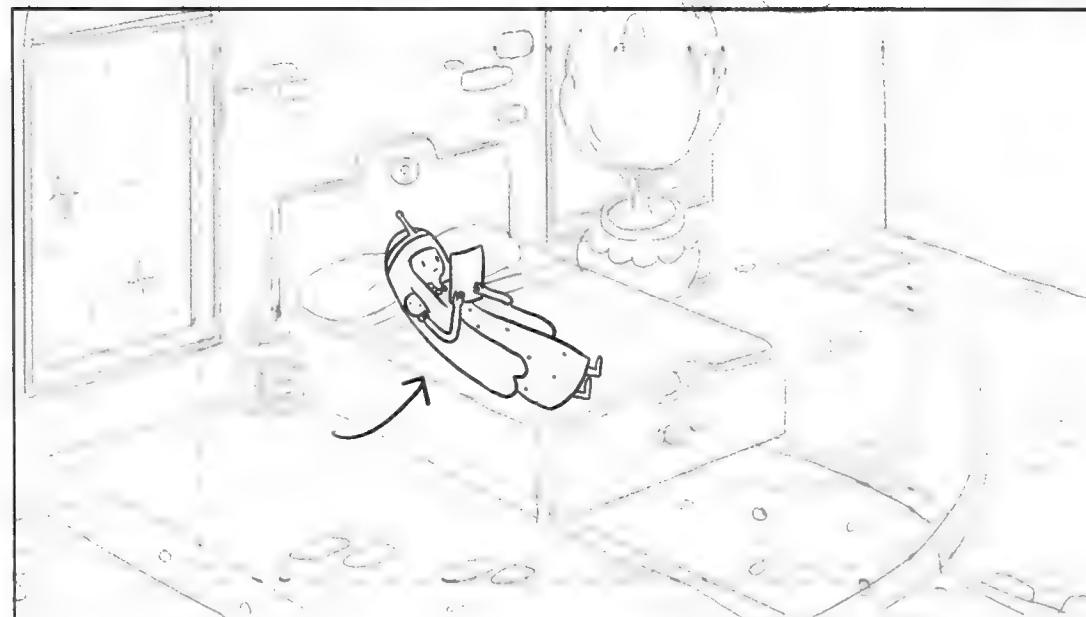


Sc. 26

Pnl. C

Bg.

day night



Page 59

Dialog:



Action:

- PB LIES ON BED STARING AT PAPER.

Timing:

Production :

1.042-2b1

EPISODE #

ADVENTURE TIME

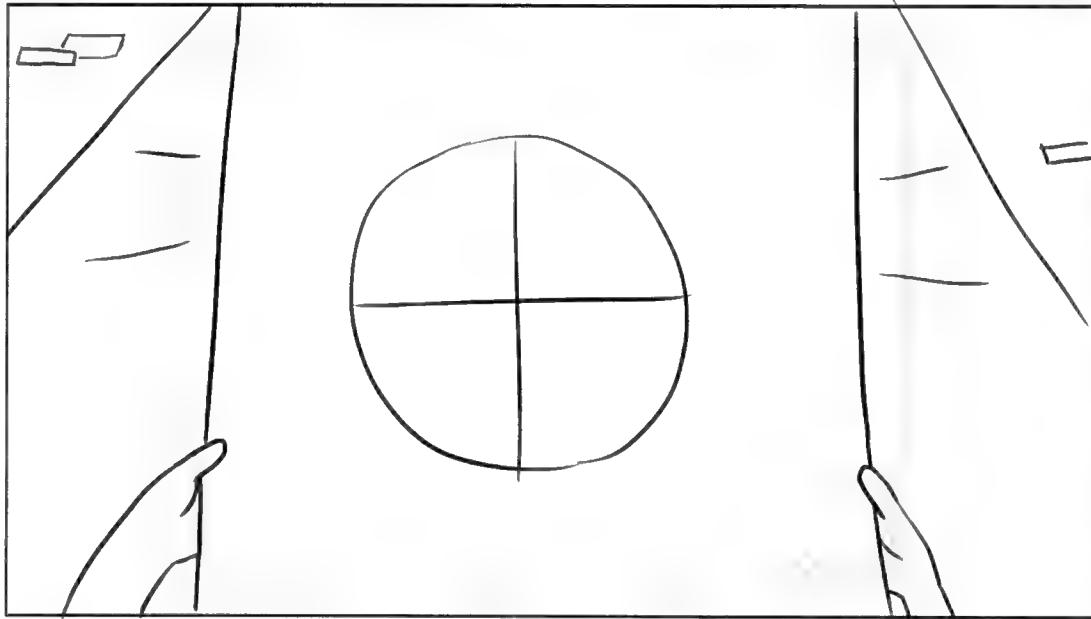
Sc. 27

Pnl. A

Bg.



day night



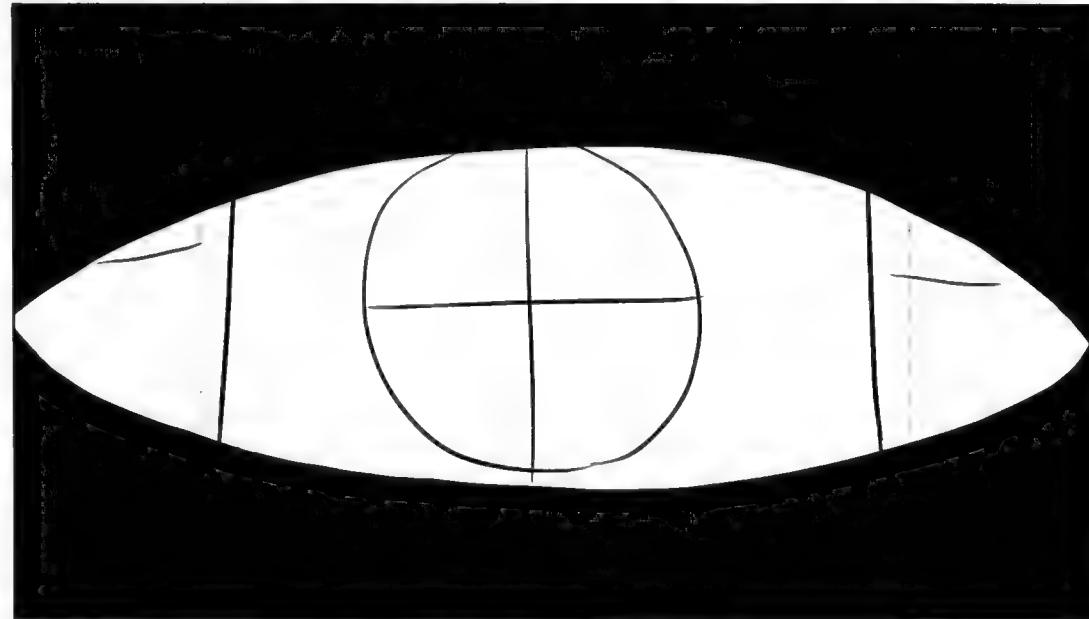
Sc. 27

Pnl. B

Bg.

Page 60

day night



Dialog: PB: Eh, probably just an ad...
(o/s)

Action:

- PB'S EYES SLOWLY CLOSE
- Pov BLURS AS SHE FALLS ASLEEP.

Timing:

EPISODE #

Production :

1042-2b6

ADVENTURE TIME

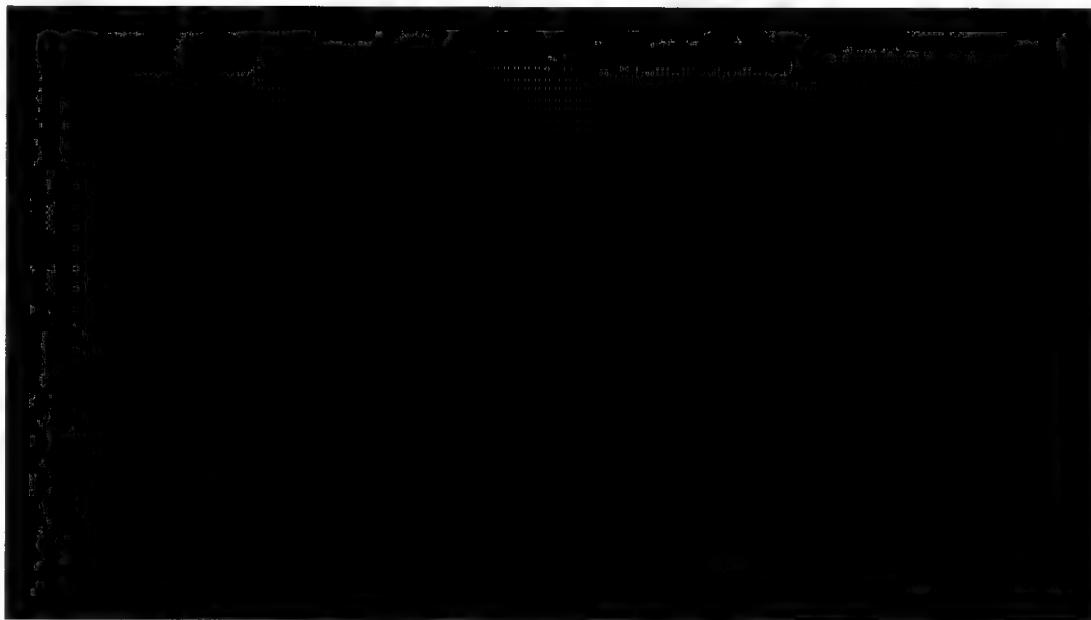


Sc. 27

Pnl. C

Bg.

day night



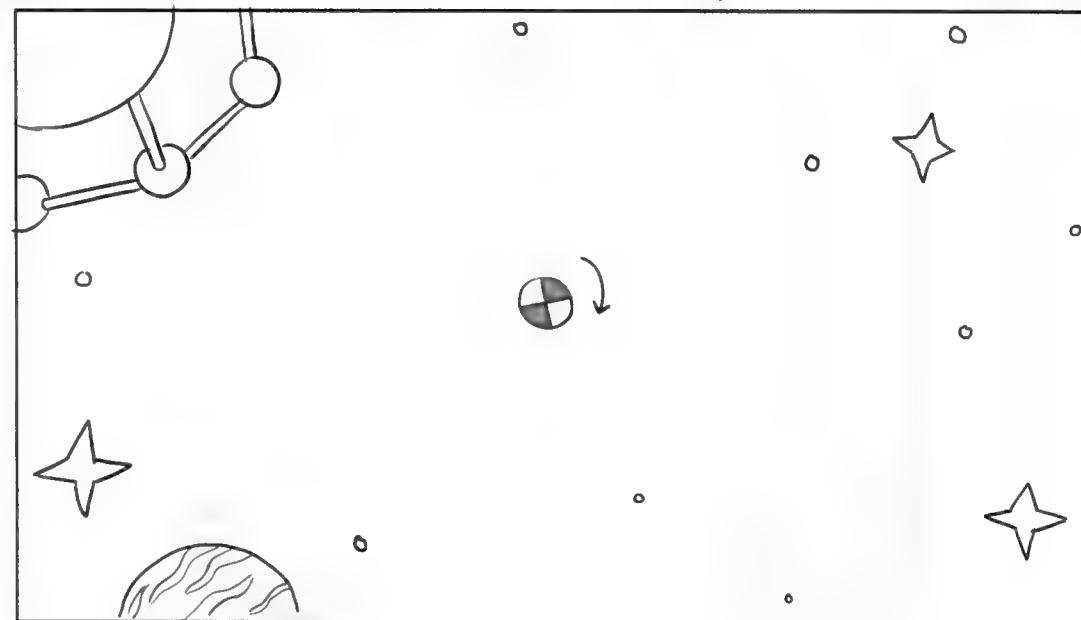
Sc. 28

Pnl. A

Bg.

day night

Page 61



Dialog:

PB: Z Z Z

Action:

-FADE IN TO PB's dream

Timing:

Production :

EPISODE #

042-251

ADVENTURE TIME

Sc. 28

Pnl. B

Bg.



day night

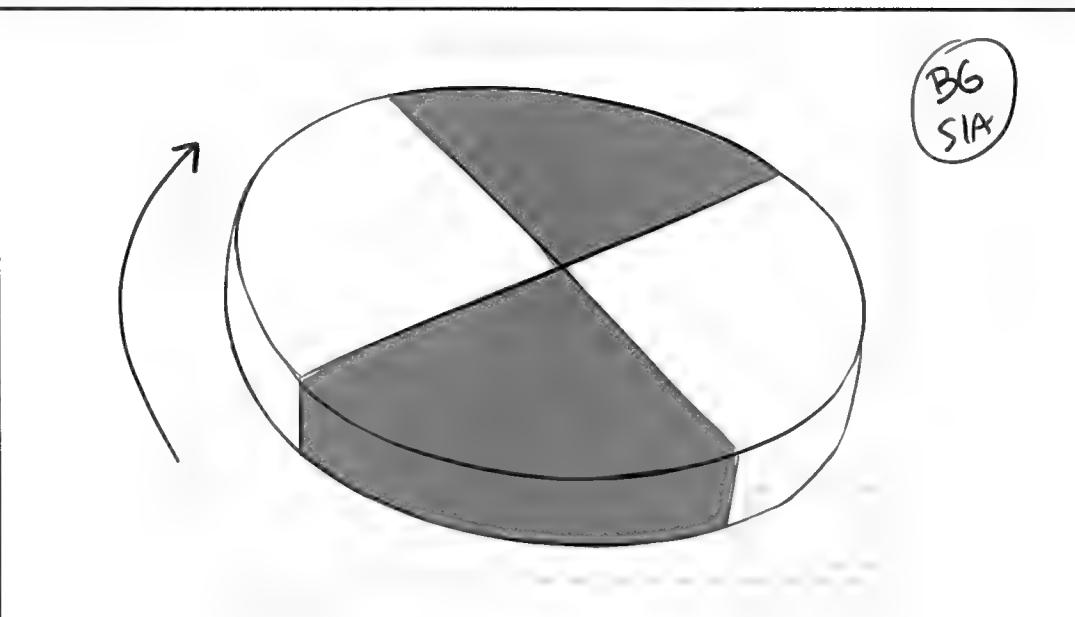
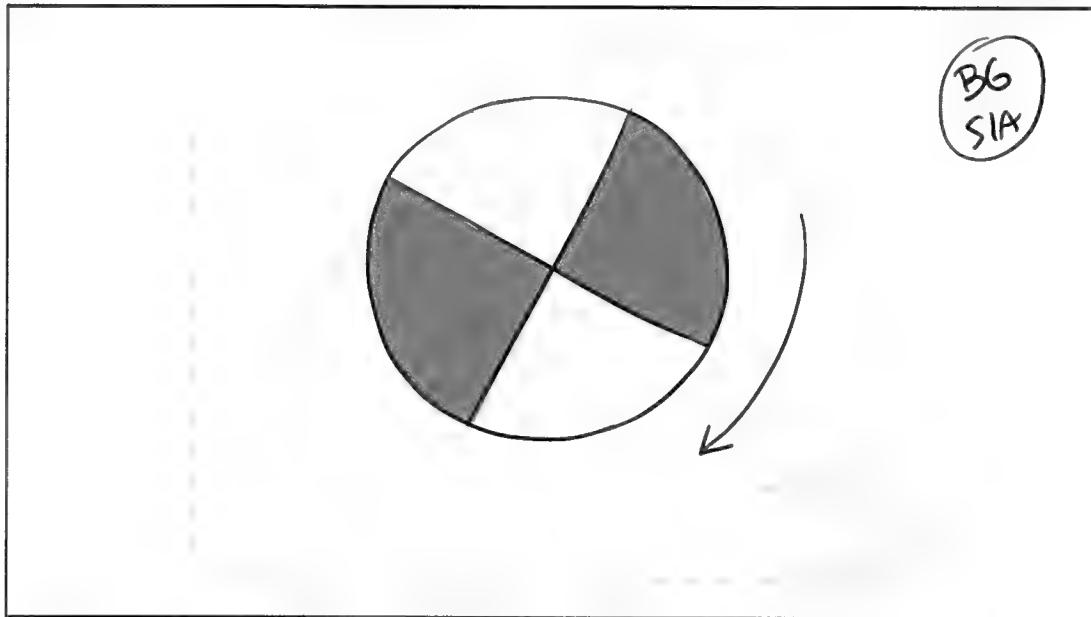
Sc. 28

Pnl. C

Bg.

day night

Page 62



Dialog:

Action: - The elemental symbol's turned into a peppermint candy.
It's spinning towards the camera.

Timing:

EPISODE #

Production :

1042-251

ADVENTURE TIME



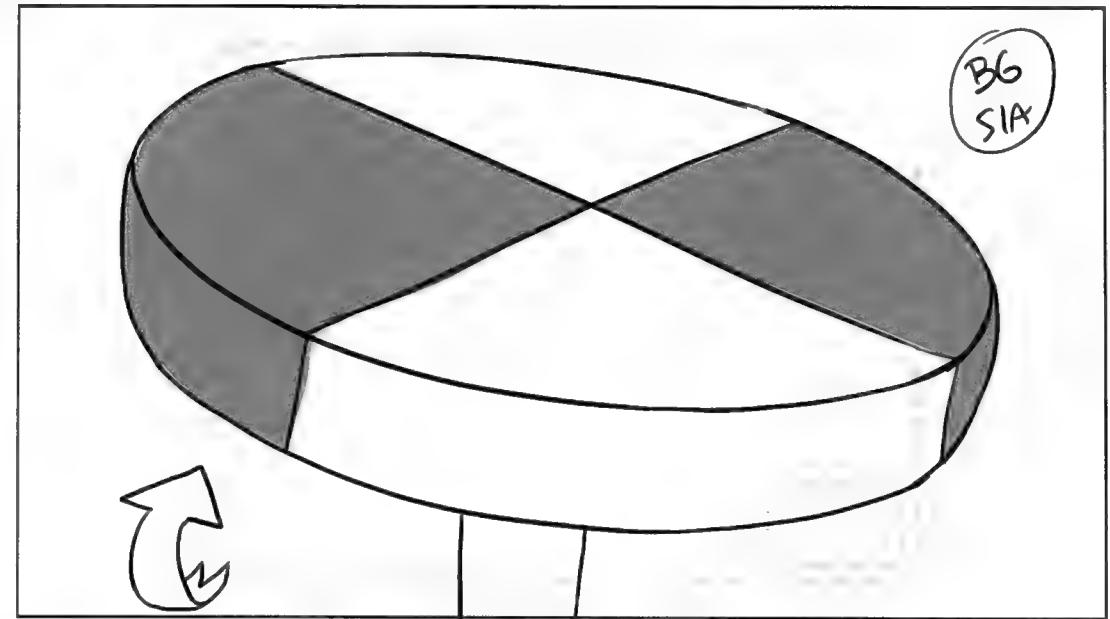
© 2009 This material is the property of The Cartoon Network, Inc. It is copyrighted and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

Sc. 28

Pnl. D

Bg.

day night



Dialog:



Action:

- The candy flips over, revealing PB.

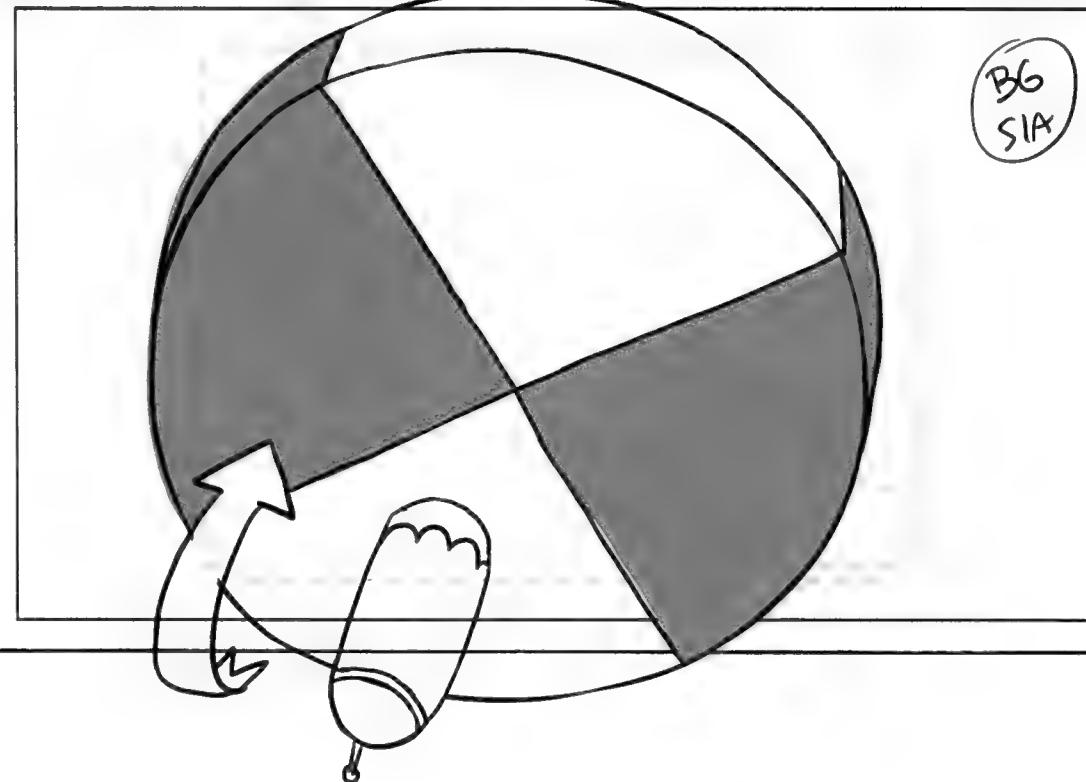
Timing:

Sc. 28

Pnl. E

Bg.

day night



Page 63

EPISODE #

Production :

1042-250

ADVENTURE TIME

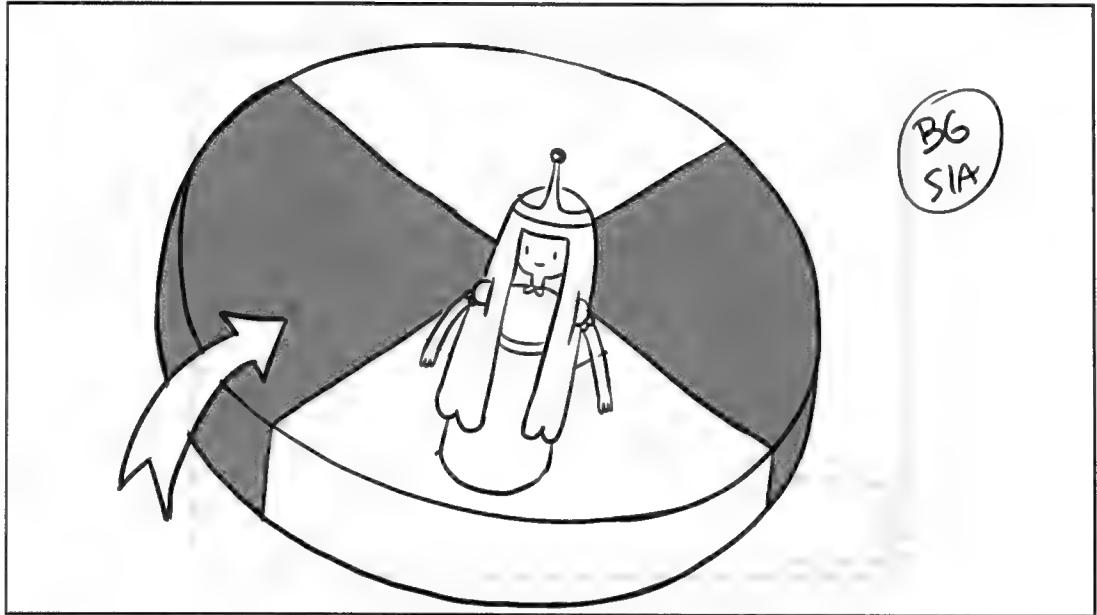


day night

Sc. 28

Pnl. F

Bg.

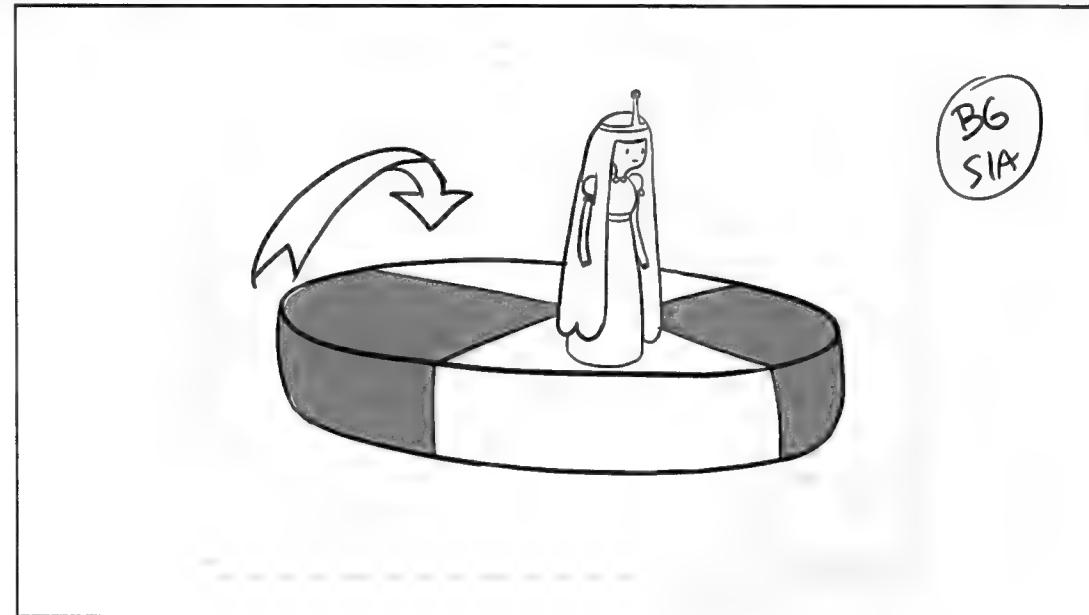


Sc. 28

Pnl. G

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE # 1042-251

Page 64

ADVENTURE TIME

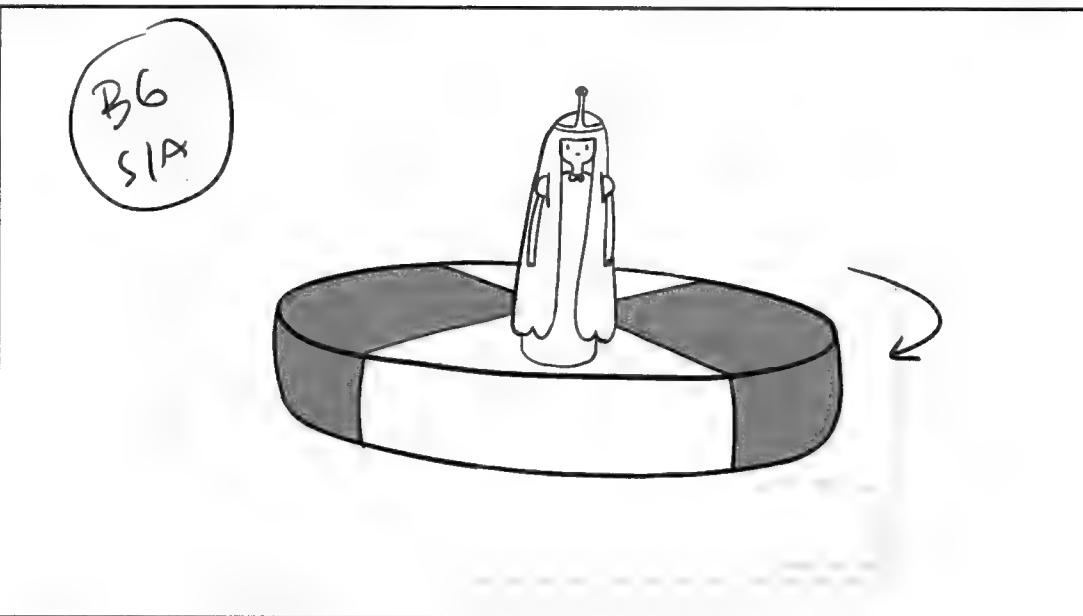
Sc. 28

Pnl. H

Bg.



day night



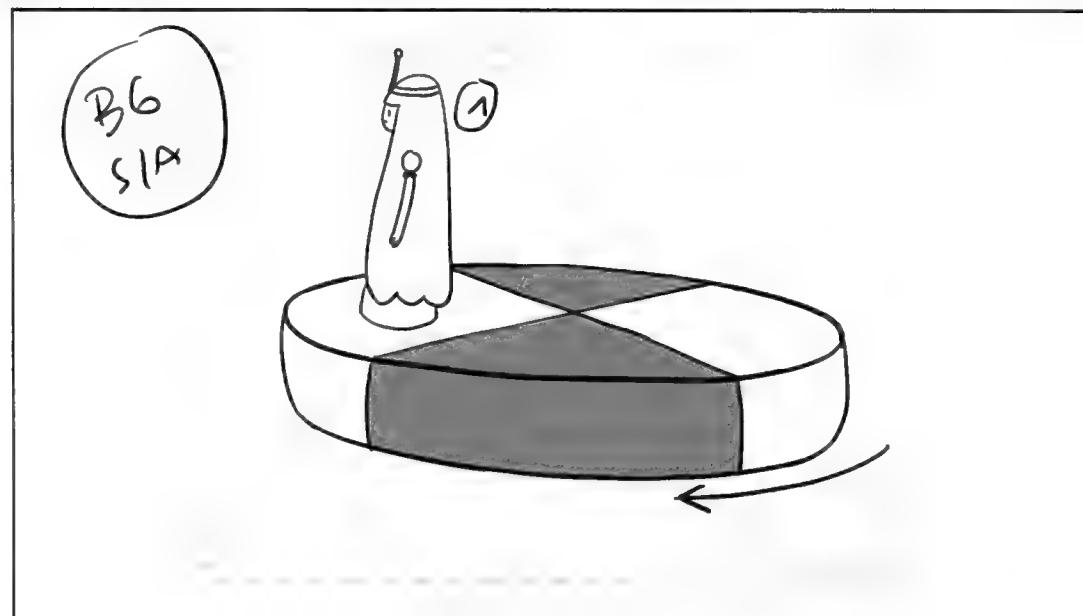
Sc. 28

Pnl. I

Bg.

Page 65

day night



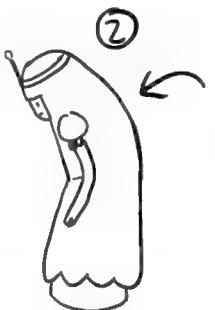
Dialog:

SLIME
PRINCESS:

(OIS) WA WA WA...

Action:

Candy spins slowly



- PB looks over edge
to find source of noise.

Timing:

Production :

1042-251

EPISODE #

ADVENTURE TIME

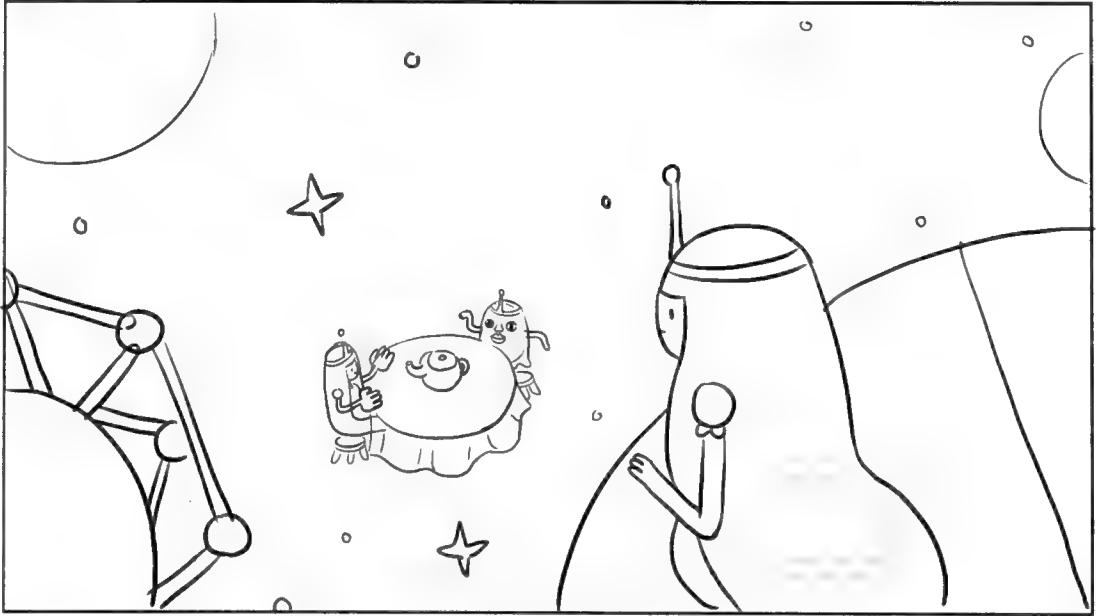


Sc. 29

Pnl. A

Bg.

day night

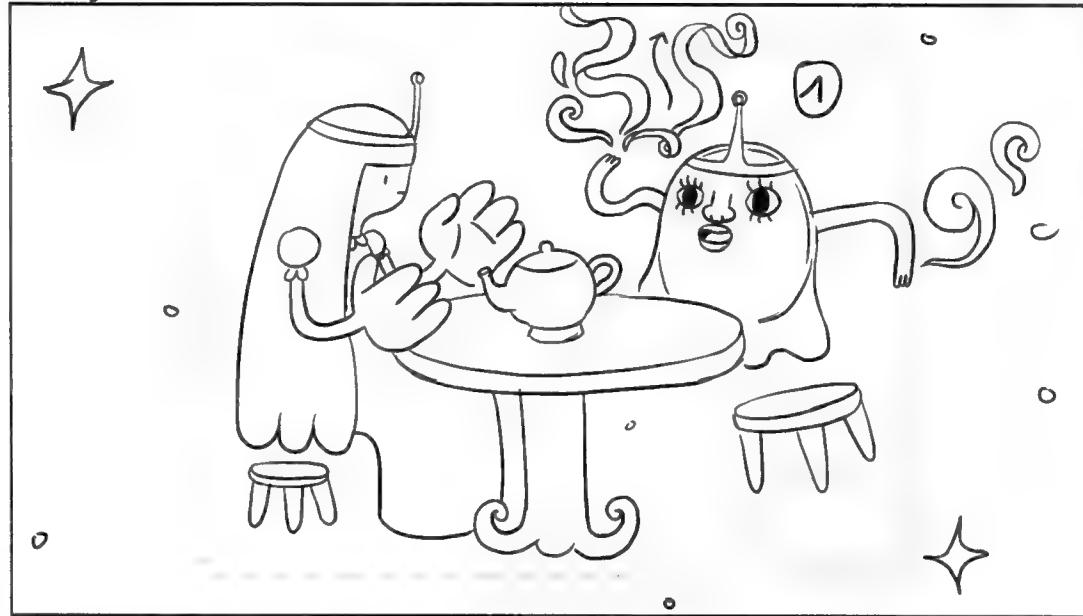


Sc. 30

Pnl. A

Bg.

day night



Page 66

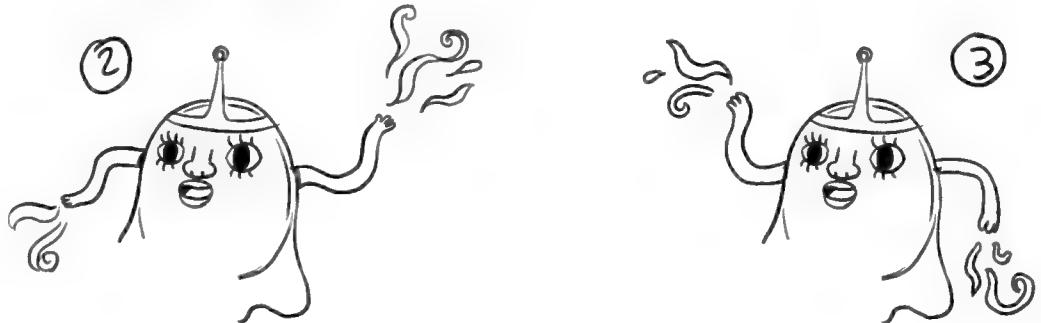
Dialog: SP: WAWAWAWA

Action: - Dream PB + Dream SP having tea

Timing:

SP: WAWAWA

[My Power's very cool. I've got my whole life figured out]



Production :

142-250

EPISODE #

ADVENTURE TIME

Sc. 30

Pnl. B

Bg.



day night

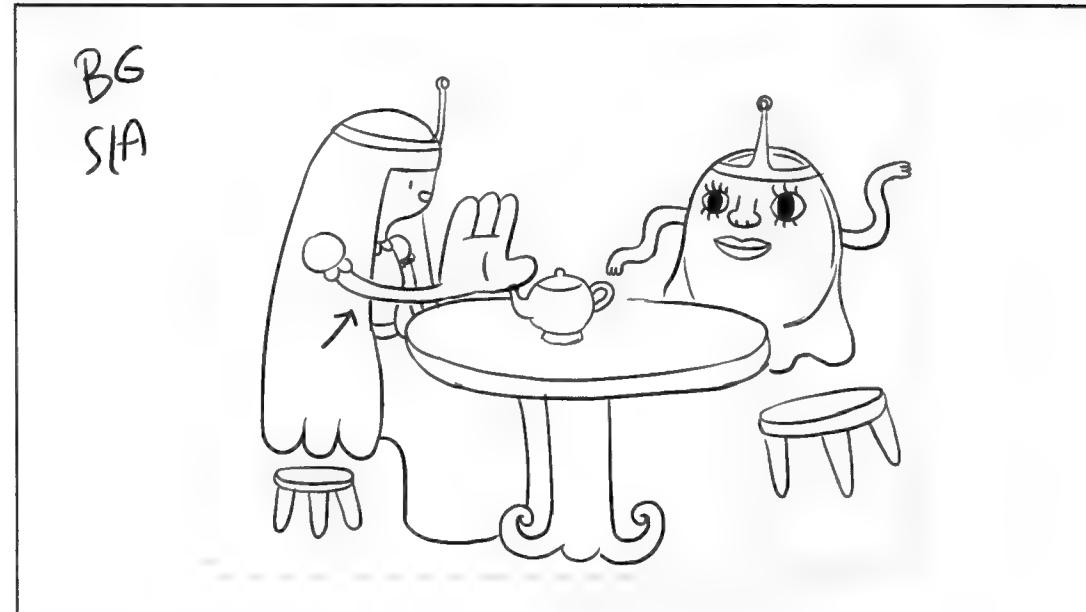
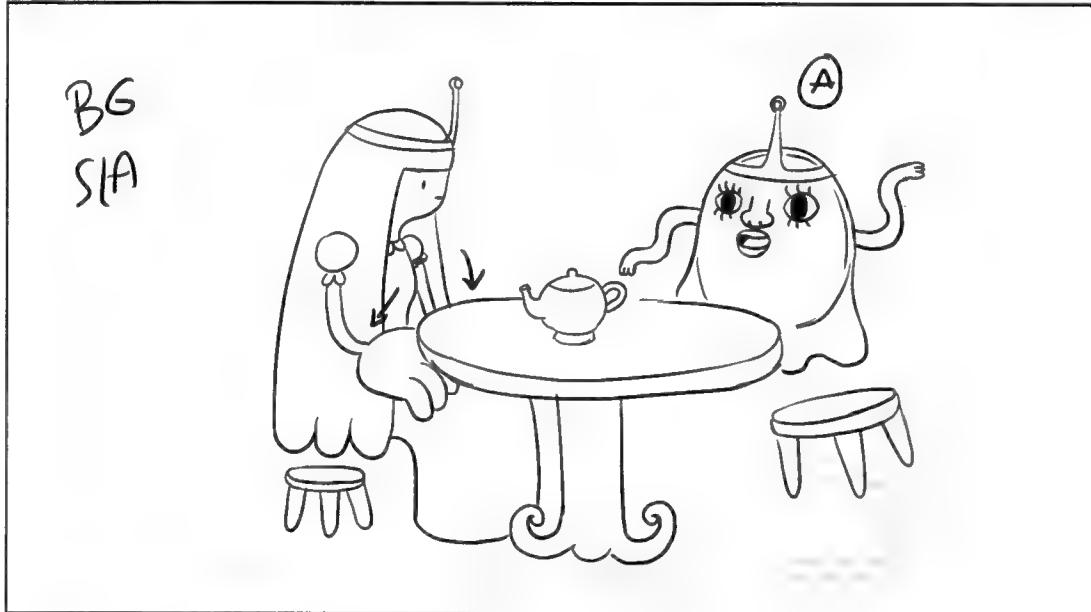
Sc. 30

Pnl. C

Bg.

Page 67

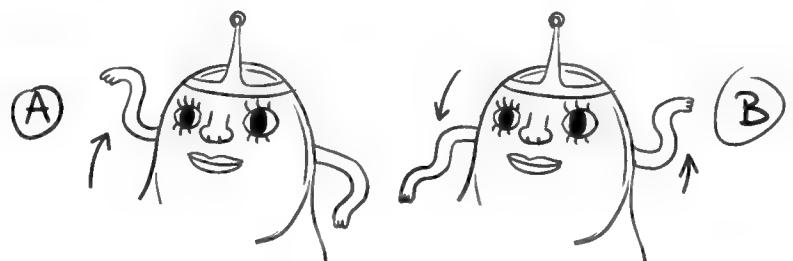
day night



Dialog: SP : WAWAWA

[How are you doing?]

Action:



Timing:

cycle A, B, A

PB : WAWA

[Oh great! Check this out]

- PB HOLDS UP BIG HAND.

Production :

EPISODE #

142-251

ADVENTURE TIME

Sc. 31

Pnl. A

Bg.



day night

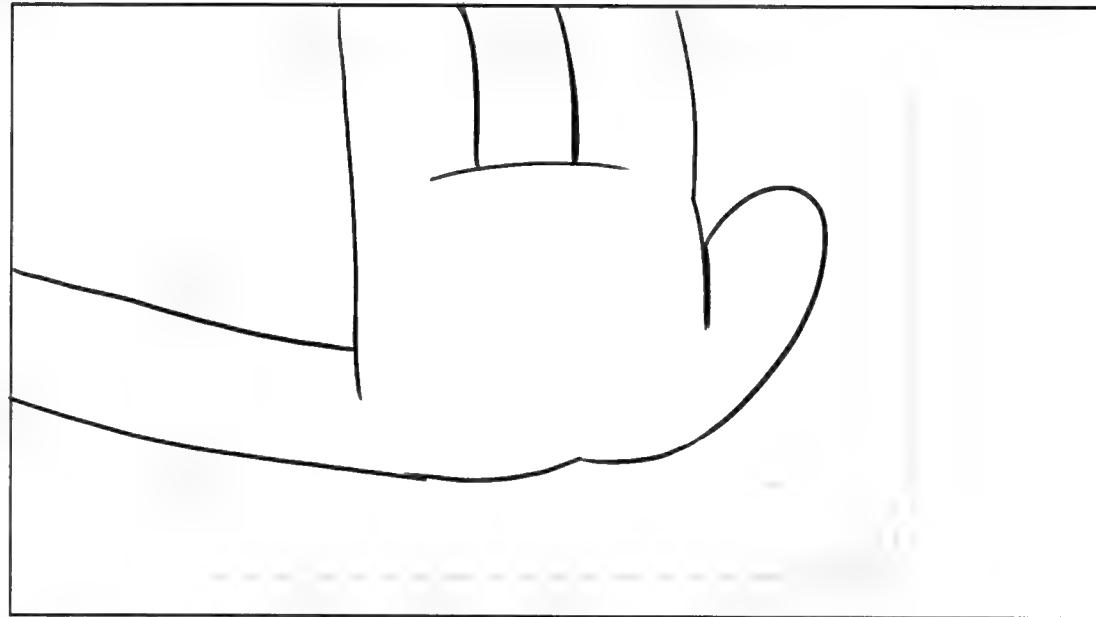
Sc. 31

Pnl. B

Bg.

Page 68

day night



S/A

Dialog:

Action:

-JELLY BEAN SLOWLY PUSSES
OUT OF PB'S PALM.

Timing:

EPISODE #

Production :

042-251

ADVENTURE TIME

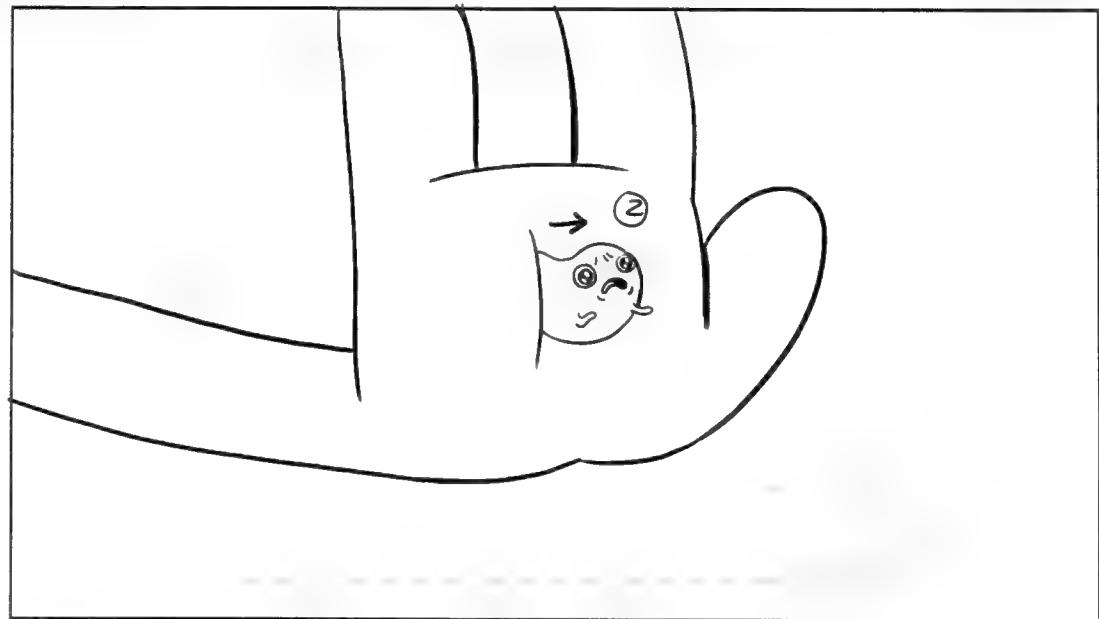


Sc. 31

Pnl. C

Bg.

day night



Sc. 31

Pnl. D

Bg.

day night



Page 69

EPISODE #

1142-251

Production :

ADVENTURE TIME

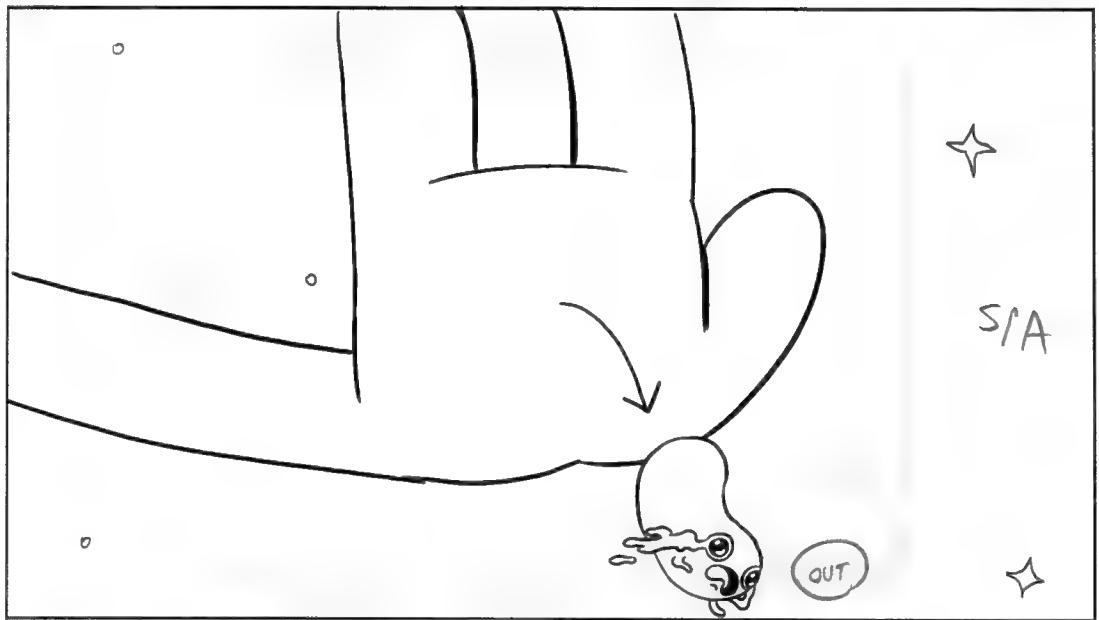


Sc. 31

Pnl. E

Bg.

day night

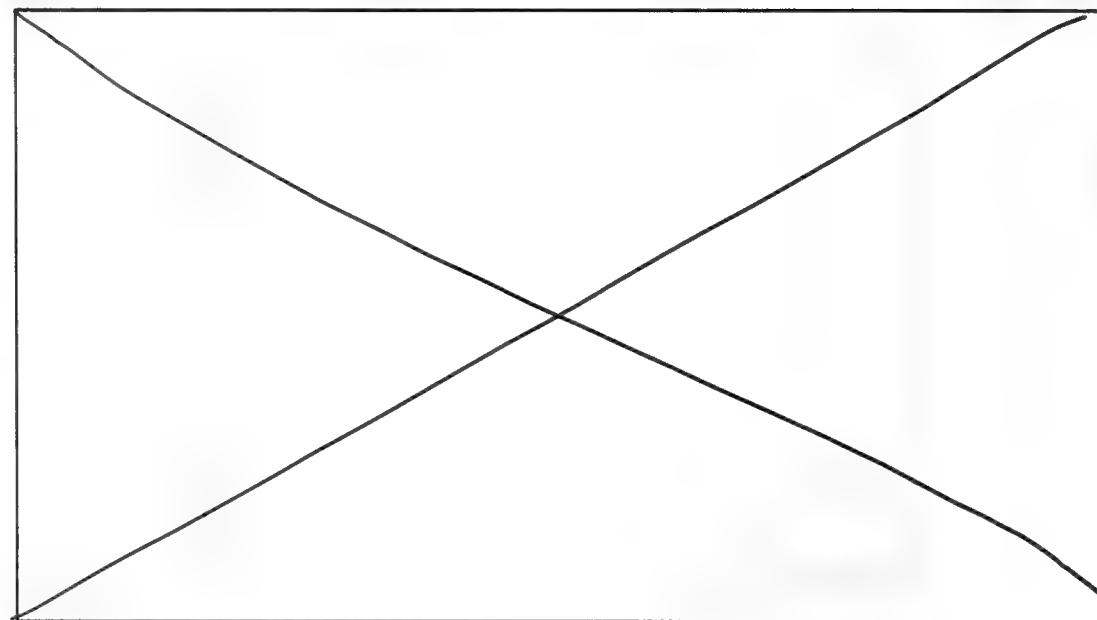


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

- JELLY BEAN POPS LOOSE AND FALLS OFF/S.

Timing:

Production :

1042-256

Page 70

EPISODE #

ADVENTURE TIME



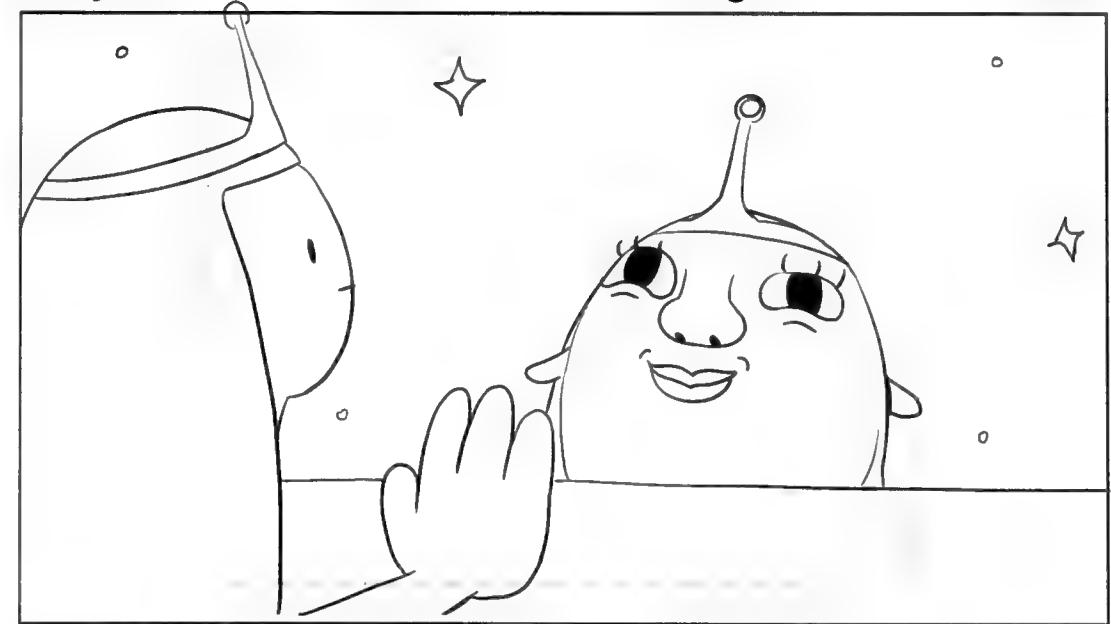
Page 71

Sc. 32

Pnl. A

Bg.

day night

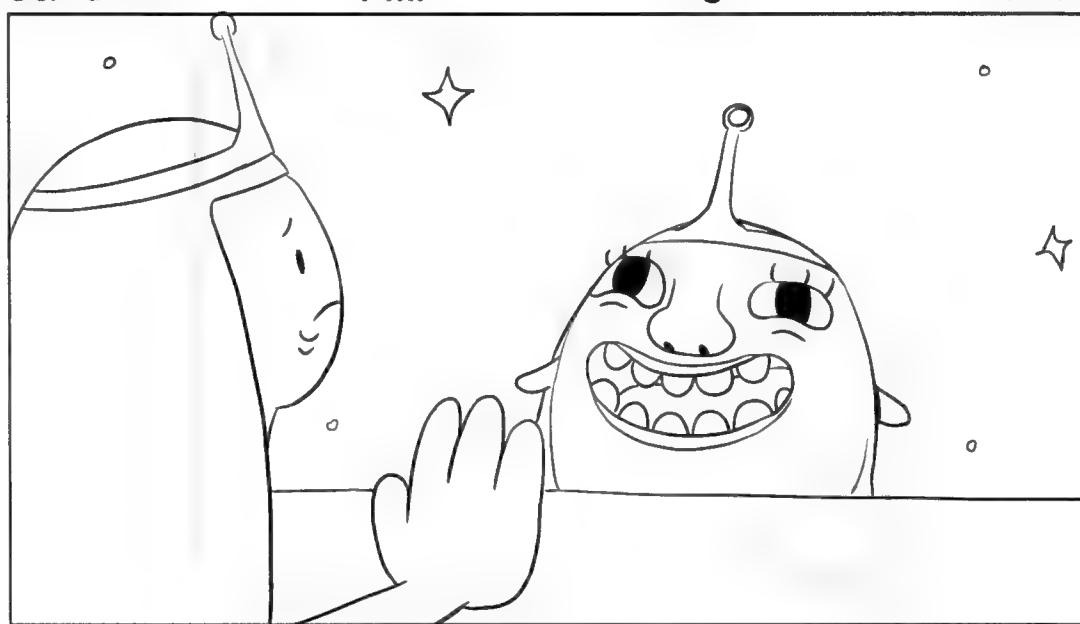


Sc. 32

Pnl. B

Bg.

day night



Dialog:

SP : Hee Hee HEE

Action:

Timing:

EPISODE #

Production :

1042-251

ADVENTURE TIME

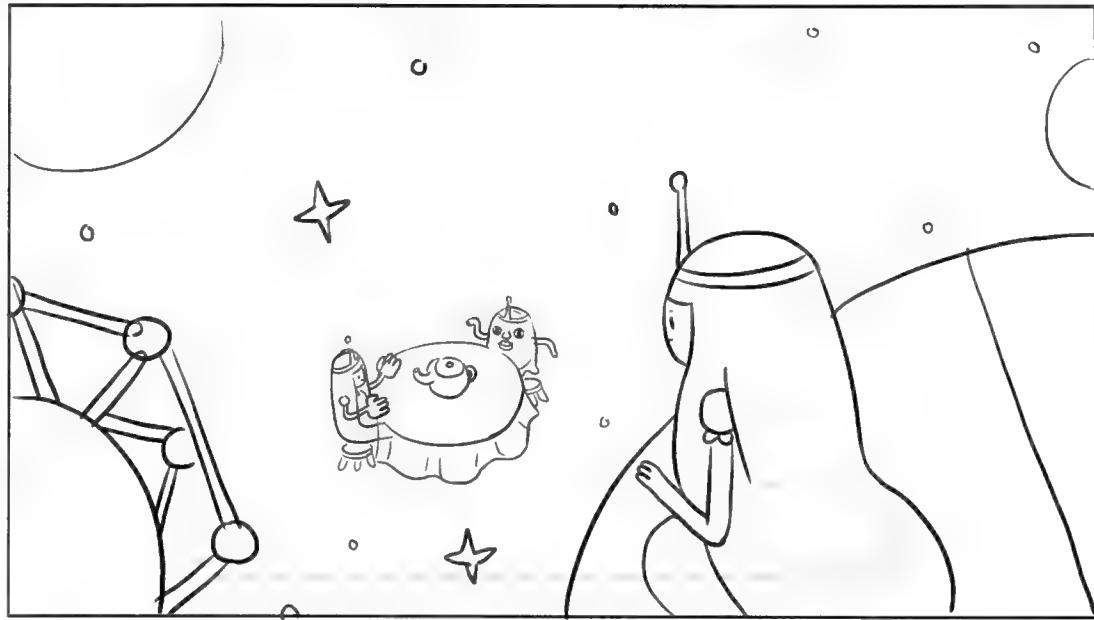


Sc. 33

Pnl. A

Bg.

day night

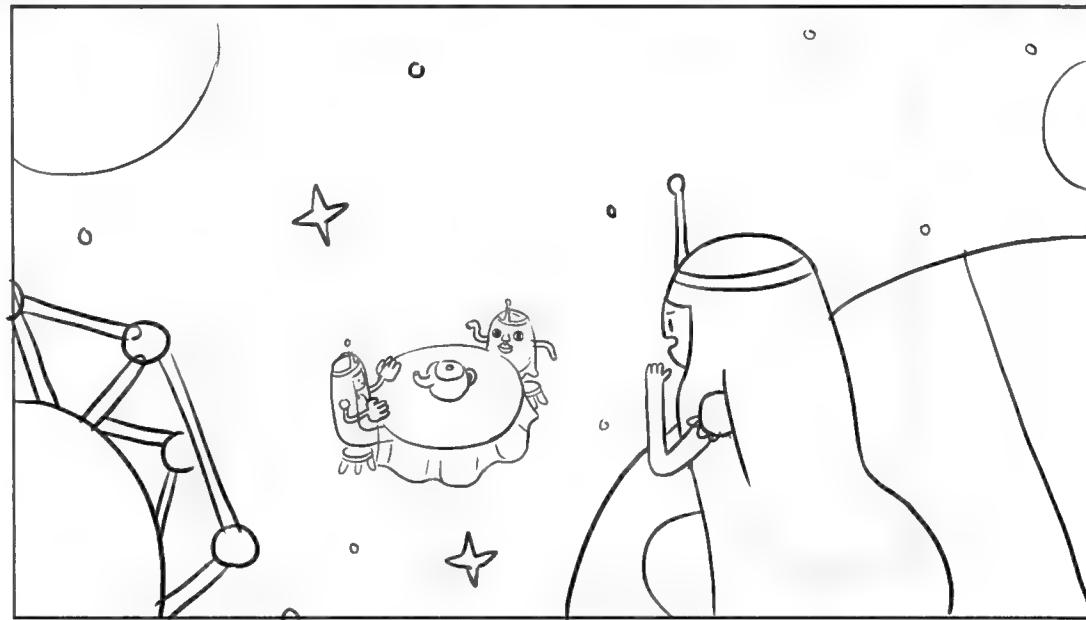


Sc. 33

Pnl. B

Bg.

day night



Page 72

Dialog:

SP : [LAUGHING]

PB : Disappointing, dream-me. Really not cool.

Action:

Timing:

EPISODE #

Production :

042-2b1

ADVENTURE TIME

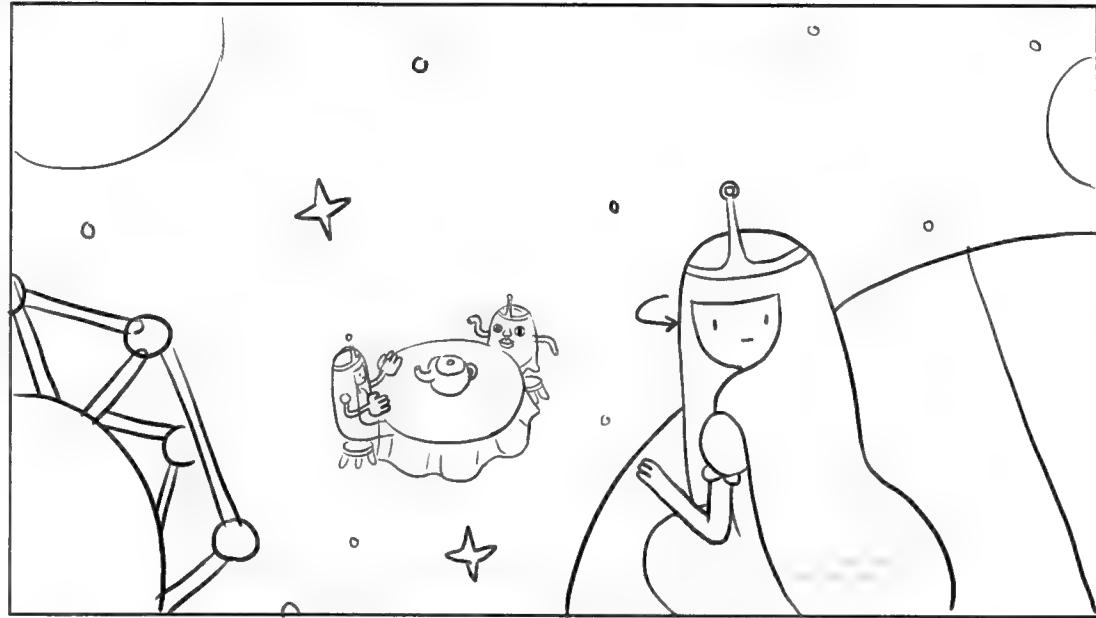


Sc. 33

Pnl. C

Bg.

day night

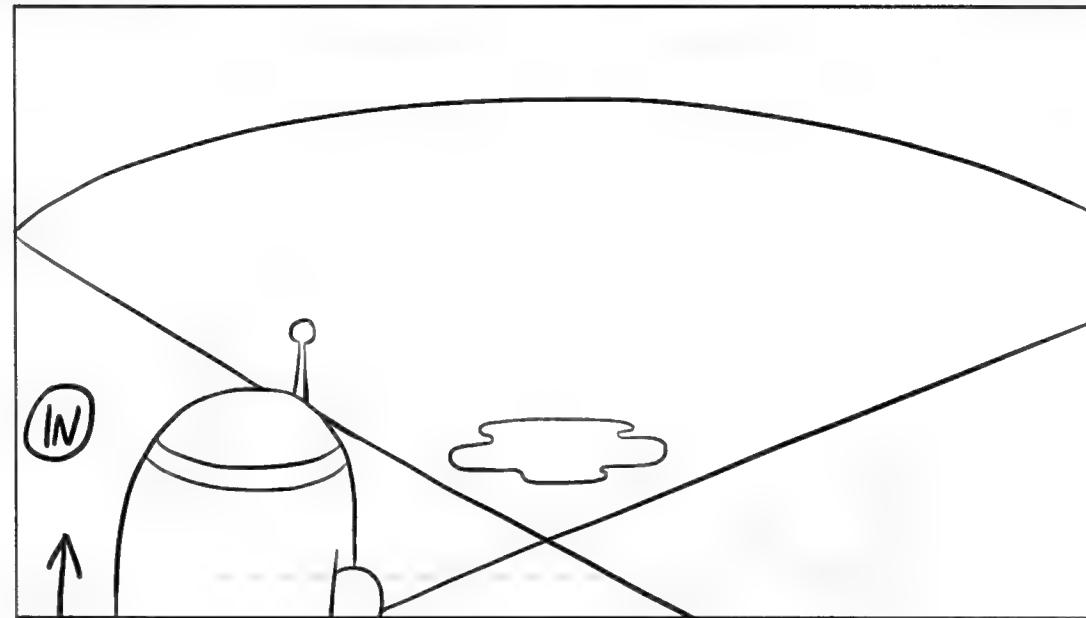


Sc. 24

Pnl. A

Bg.

day night



Dialog: SFX: DISTANT FARTING NOISES

Action:

- PB TURNS.

- PB RISES ON/S.

Timing:

Production :

1042-256

EPISODE #

Page 73

ADVENTURE TIME

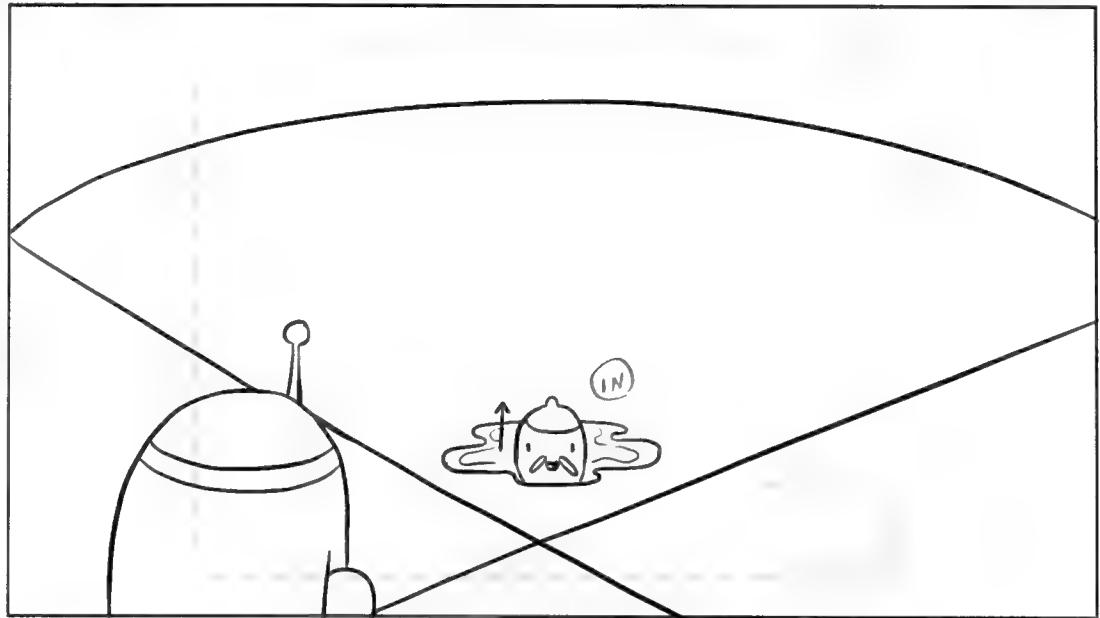


Sc. 34

Pnl. B

Bg.

day night

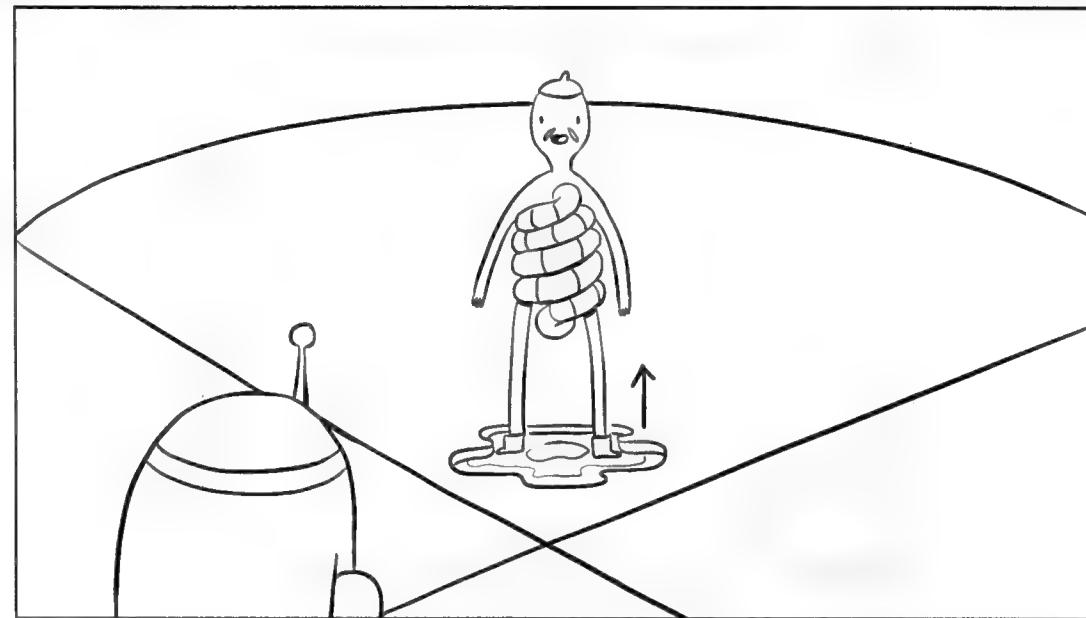


Sc. 34

Pnl. C

Bg.

day night



Dialog:

CHATSBERRY: Coolness is subjective.

C: There's no instrument with which to measure it.

Action:

- CHATSBERRY RISES OUT OF CANDY.

Timing:

Production :

EPISODE #

1042-250

Page 74

ADVENTURE TIME



Sc. 35

Pnl. A

Bg.

day night

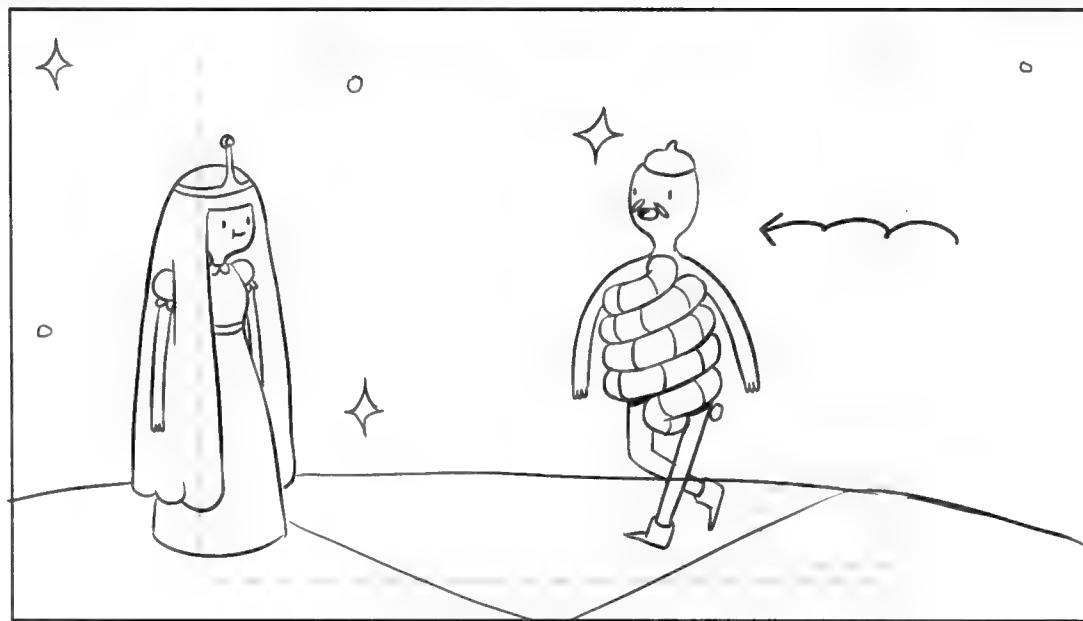


Sc. 35

Pnl. B

Bg.

day night



Dialog:

≤ : Except --

SFX: * SQUIDGE *

SFX: * SQUIDGE - SQUIDGE *

Action:

- CB WALKS ON/S.

Timing:

Production :

EPISODE #

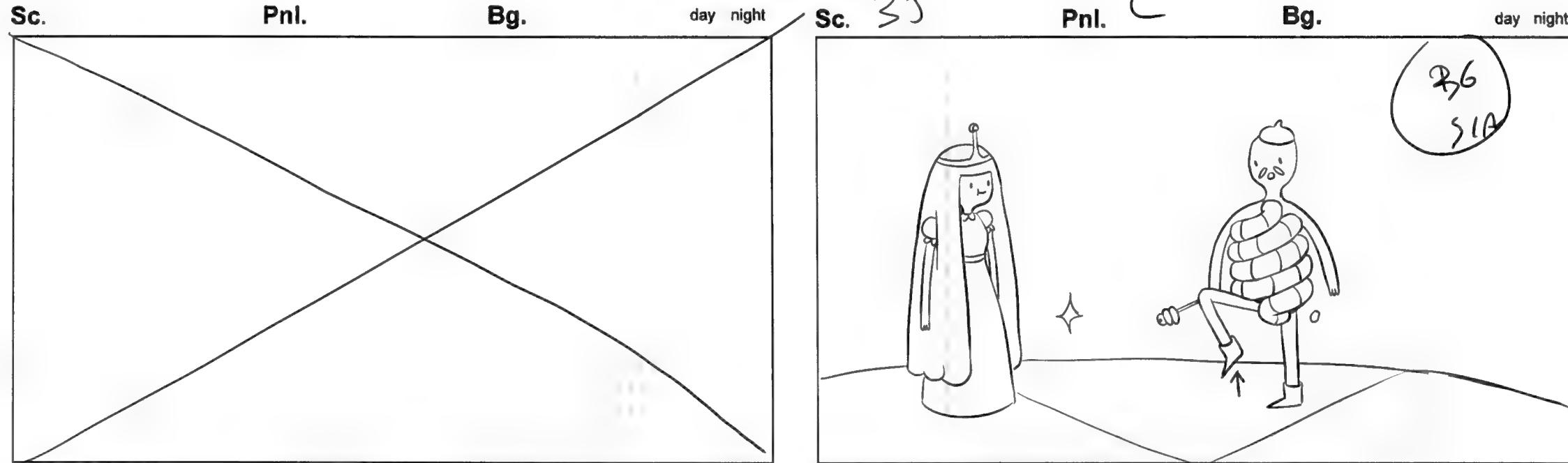
1042-256

Page 75

ADVENTURE TIME



Page 76

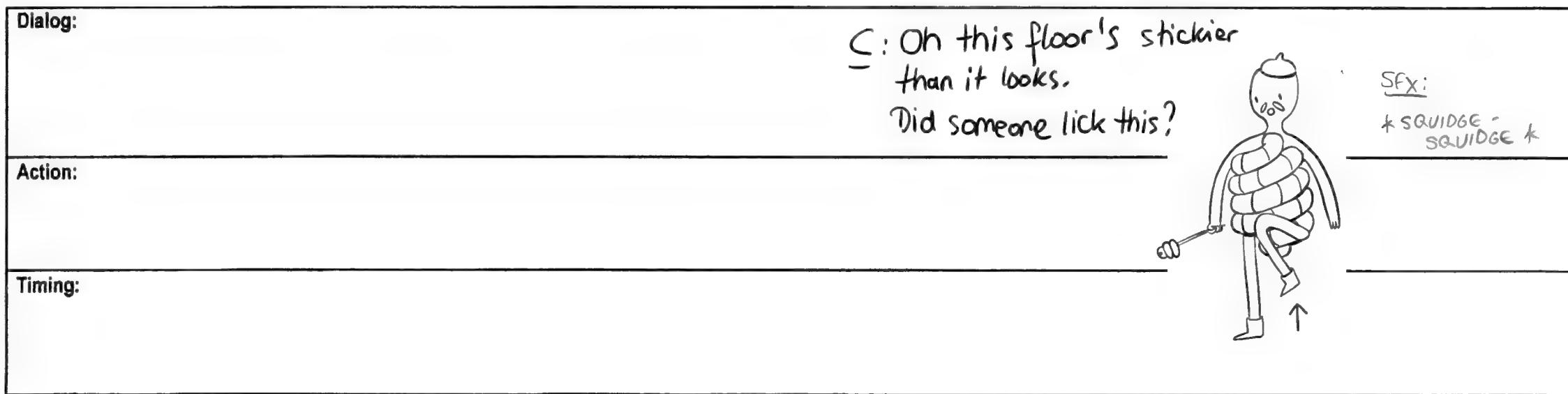


Sc. 35

Pnl. C

Bg.

day night



Action:

Timing:

Production :

EPISODE # 1042-256

ADVENTURE TIME

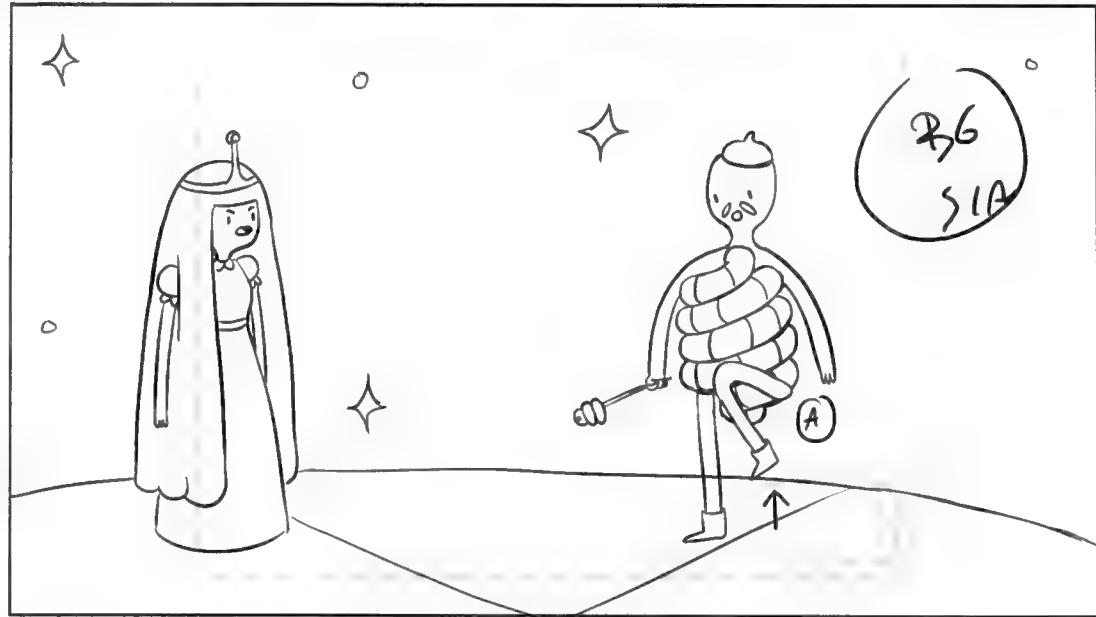


Sc. 35

Pnl. D

Bg.

day night

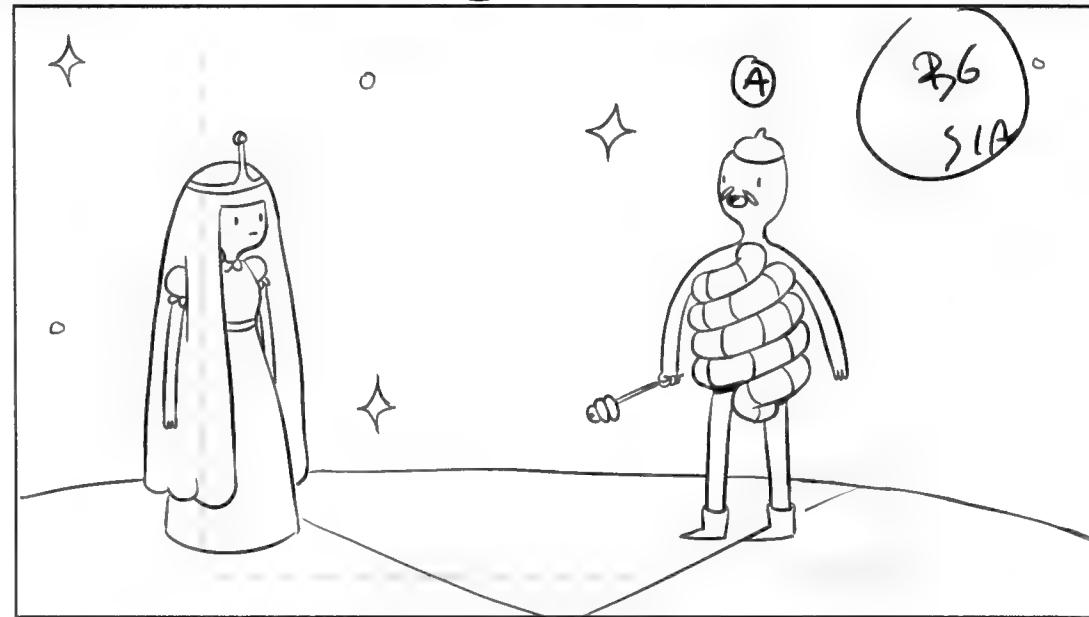


Sc. 35

Pnl. E

Bg.

day night



Page 77

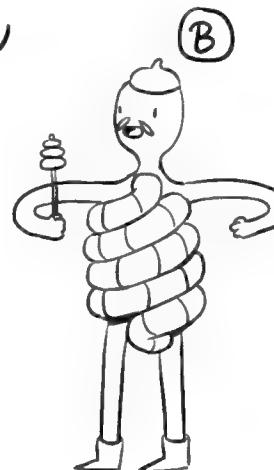
Dialog: PB: Um, who are you? A poetry ghost or something?

Action:

Timing:



C: No, I'm Chattberry, the cand--



Production :

EPISODE #

1042-256

ADVENTURE TIME

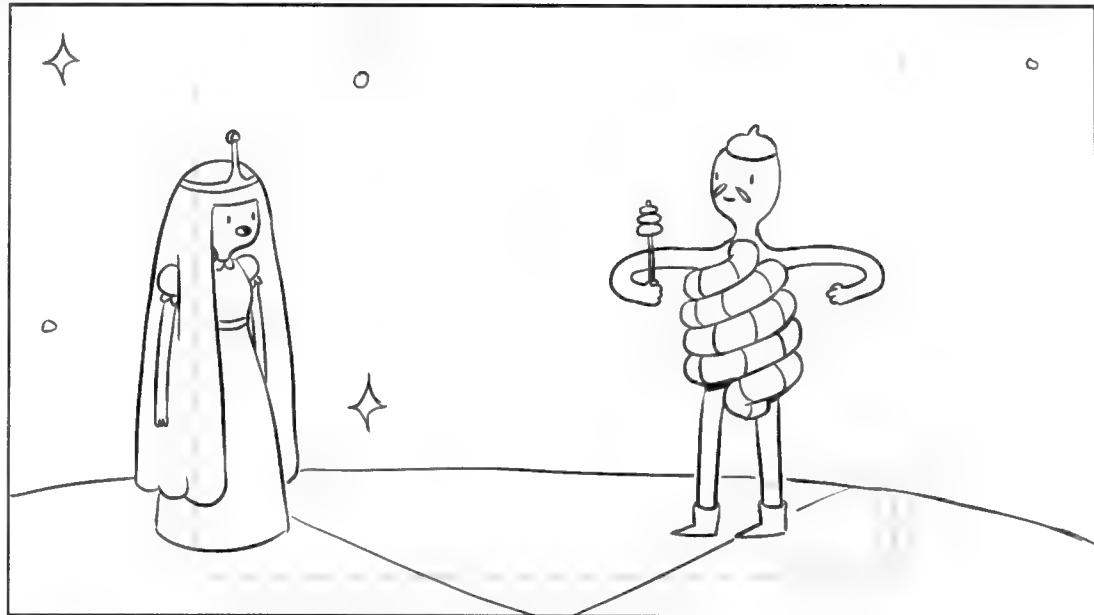


Sc. 35

Pnl. F

Bg.

day night



Sc. 35

Pnl. G

Bg.

day night



Page 78

Dialog:

PB : You're an older version
of the candy elemental

C : Exactly! Did you feel that knowledge
in your cosmic consciousness?

Action:

- PB INTERRUPTS CHATSBERRY.

Timing:

EPISODE #

Production :

1042-251

ADVENTURE TIME

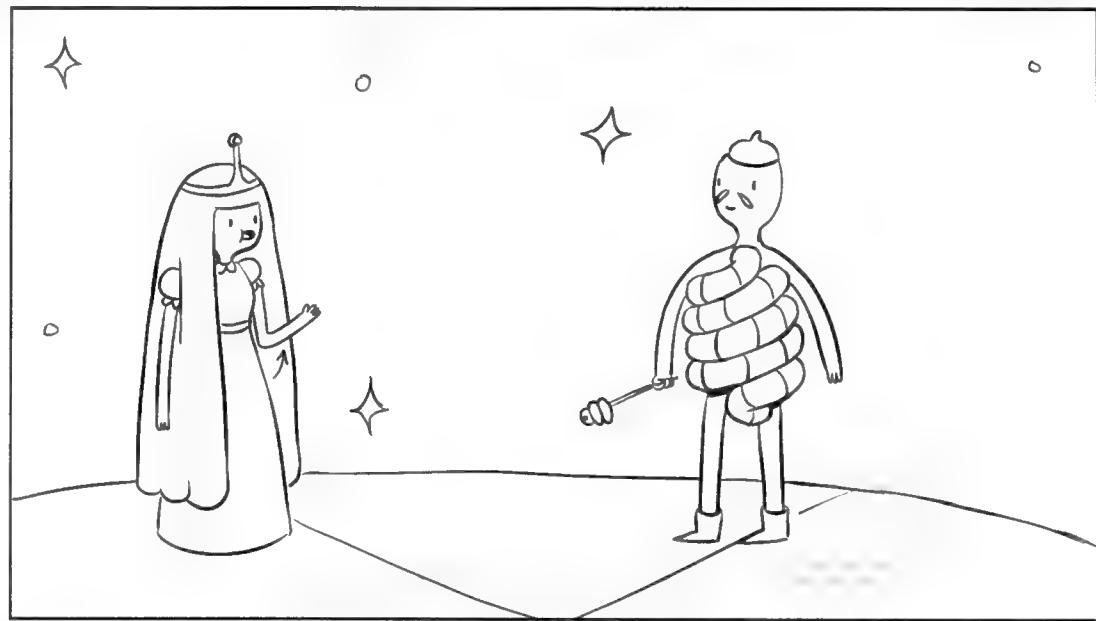
Sc. 35

Pnl. H

Bg.



day night

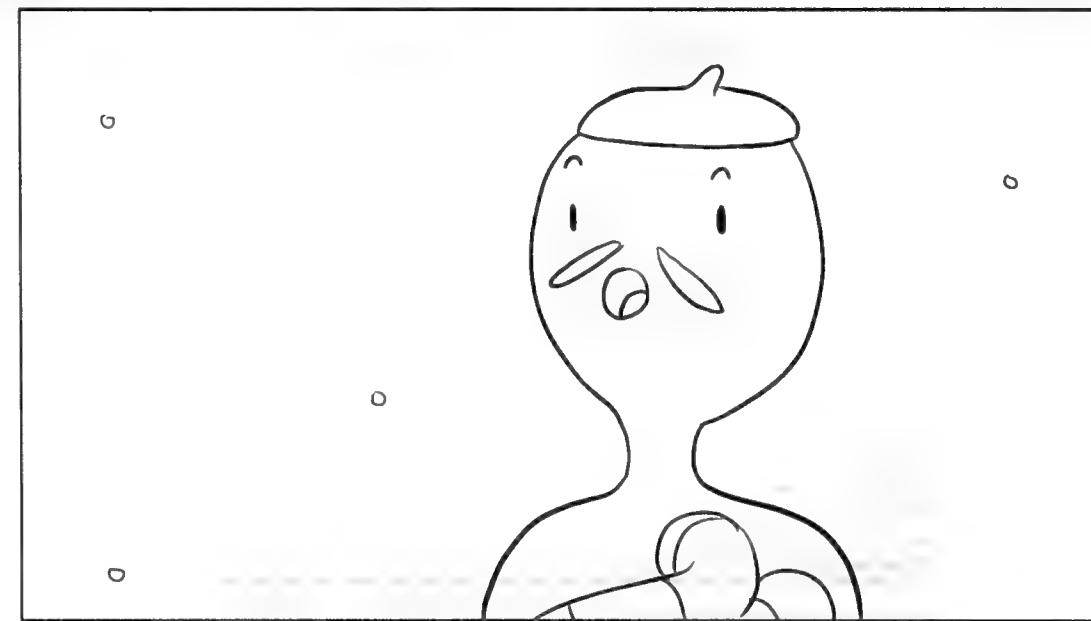


Sc. 36

Pnl. A

Bg.

day night



Page 79

Dialog:

PB : Nah, I just guessed.

C : Oh...

Action:

Timing:

Production :

1042-251

EPISODE #

ADVENTURE TIME

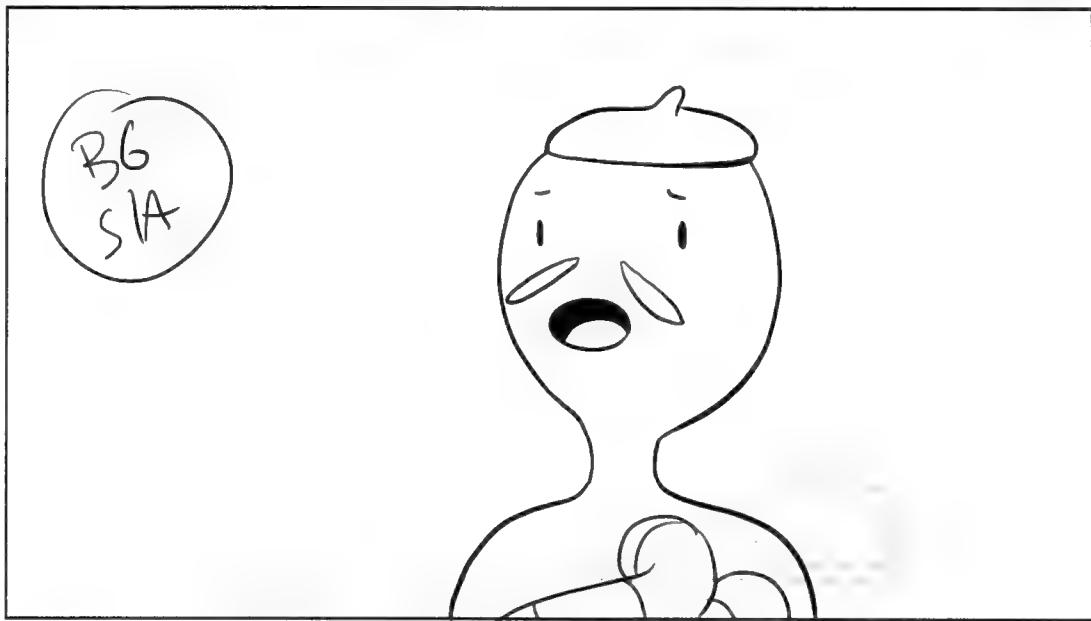


Sc. 36

Pnl. B

Bg.

day night

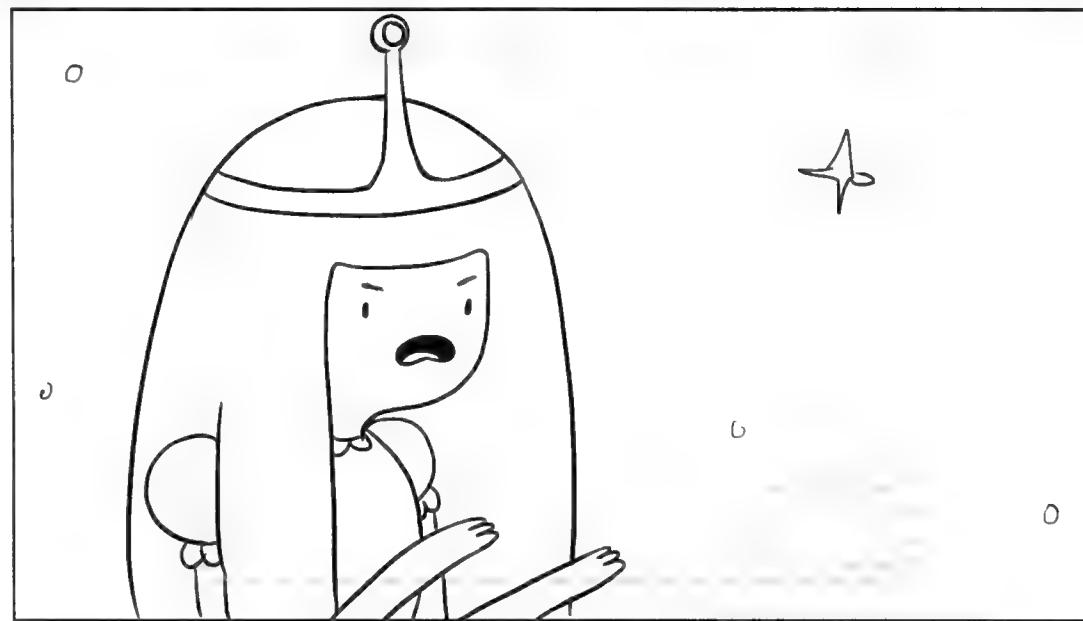


Sc. 37

Pnl. A

Bg.

day night



Page 80

EPISODE #

Production :

Dialog:
C : But why aren't you using your powers?

PB : This power stinks man. There's nothing to it.

Action:

Timing:

042-2b1

ADVENTURE TIME



Sc. 37

Pnl. A

Bg.

day night

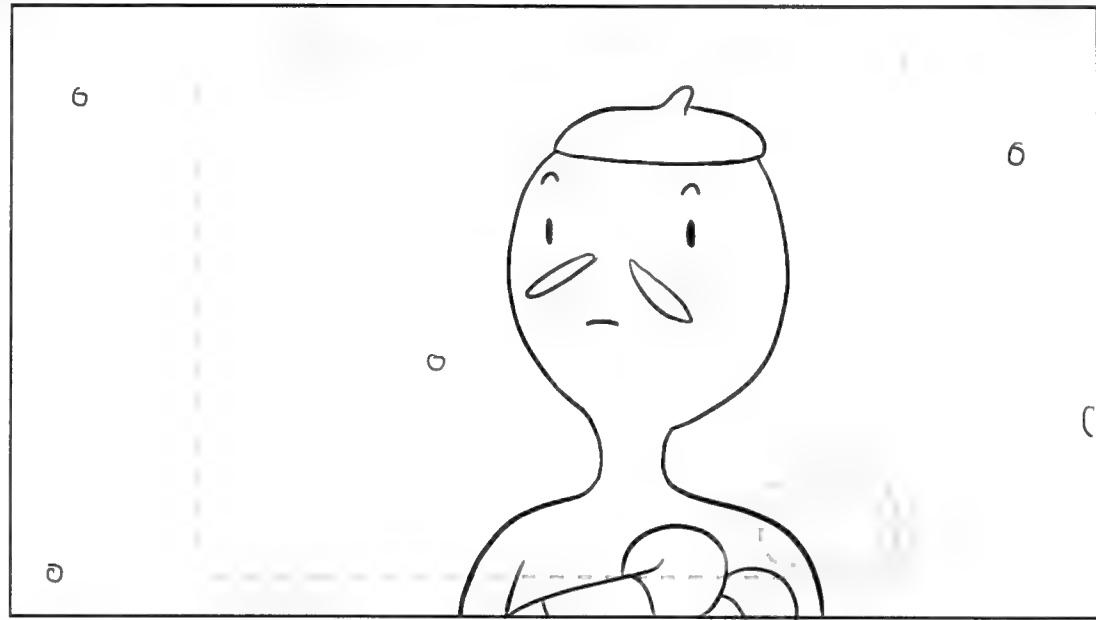
Sc. 38

Pnl. B

Bg.

Page 81

day night



Dialog:

C: There's EVERYTHING to it!

Action:

Timing:

EPISODE #

Production :

1042-256

ADVENTURE TIME

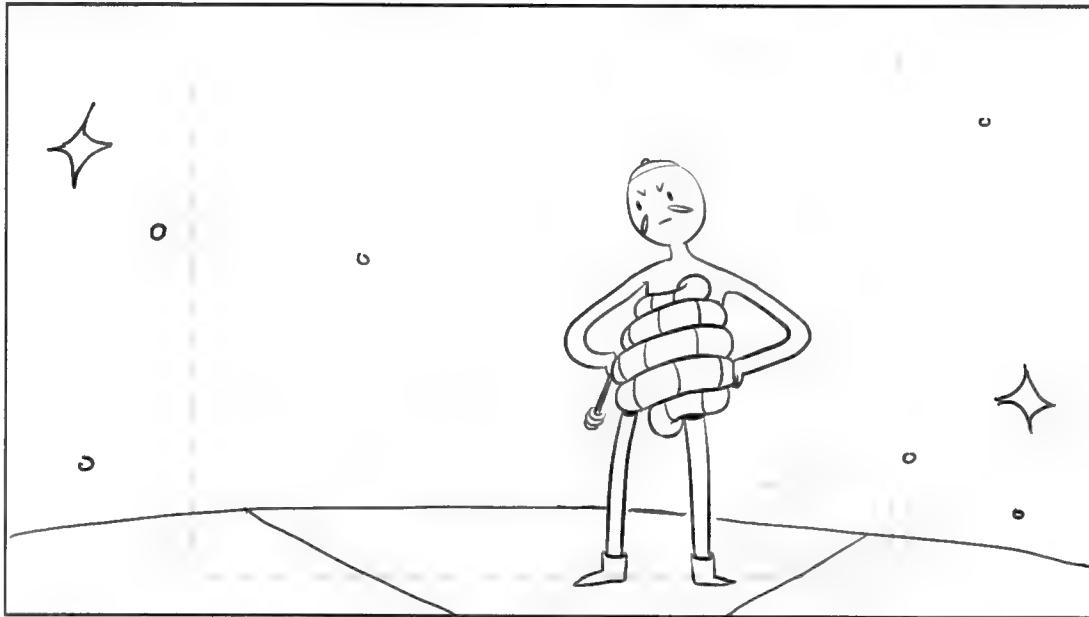
Sc. 39

Pnl. A

Bg.



day night

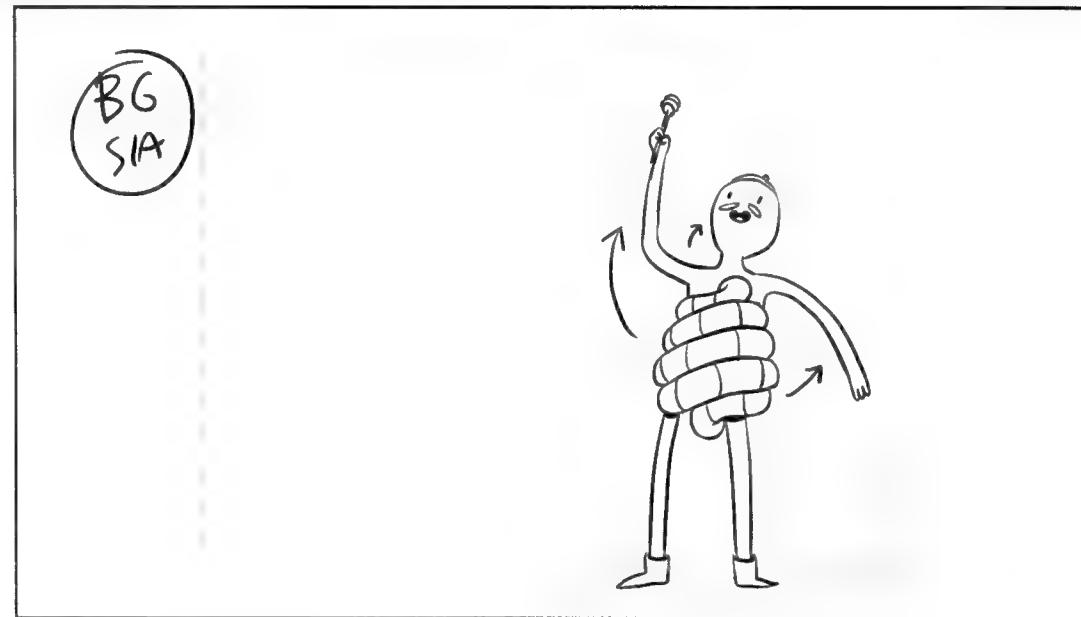


Sc. 39

Pnl. B

Bg.

day night



Dialog:

C : Look --

Action:

-CB RAISES HONEY DIPPER.

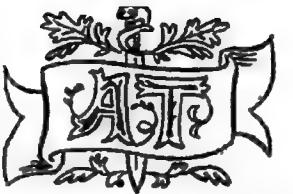
Timing:

Production :

1042-251

Page 82

ADVENTURE TIME



Sc. 39

Pnl. C

Bg.

day night

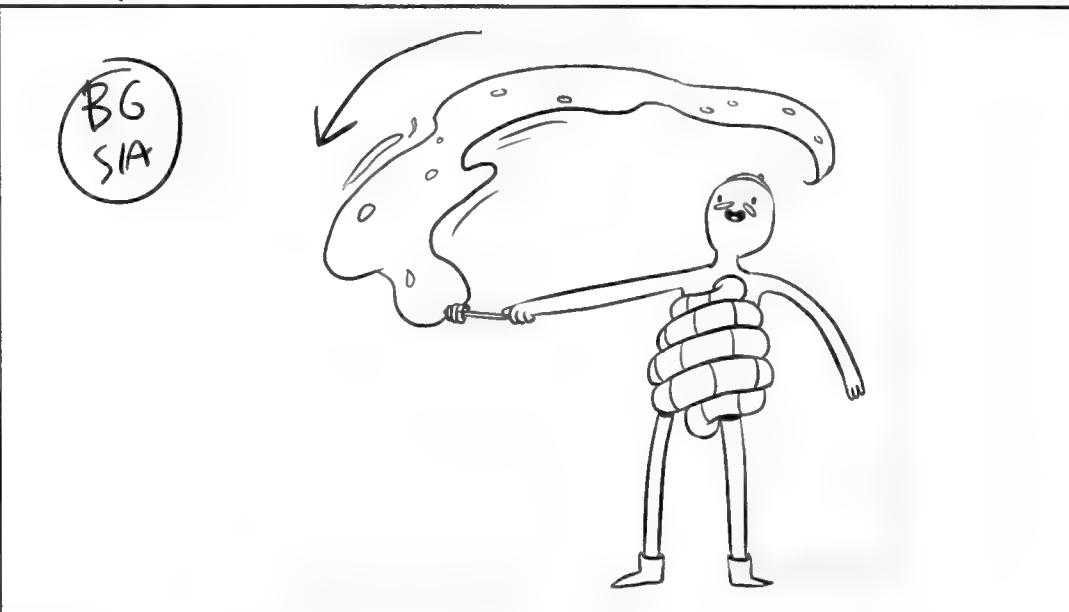
Sc. 39

Pnl. D

Bg.

day night

Page 83



Dialog:

C: Candy's one of the building blocks of life ...

Action:

- C Makes Soda WITH A SWEEP OF THE HONEY DIPPER.

Timing:

EPISODE #

Production :

ADVENTURE TIME

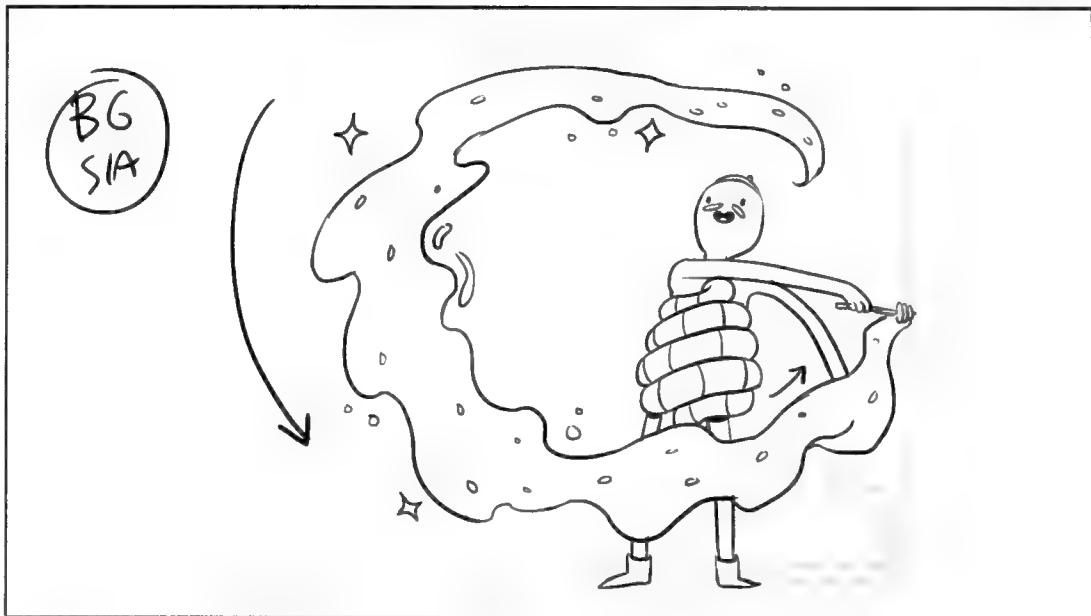


Sc. 39

Pnl. E

Bg.

day night

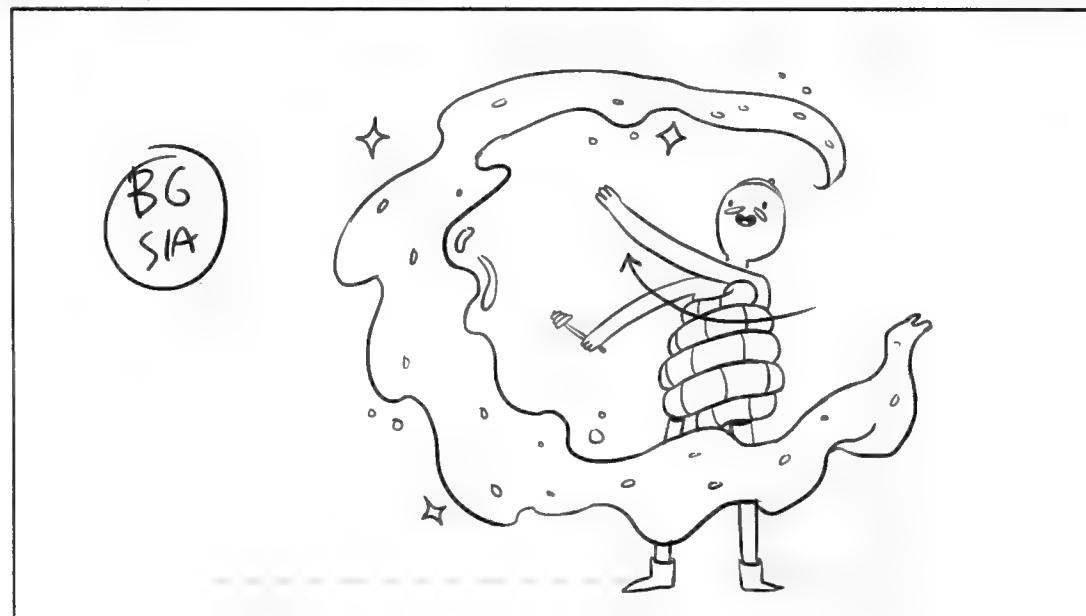


Sc. 39

Pnl. F

Bg.

day night



Dialog:

C: It's in our very DNA

Action:

- SODA FLOATS IN THE AIR LIKE
IT'S IN ZERO GRAVITY.

Timing:

Production :

EPISODE #

1042-251

Page 84

ADVENTURE TIME



Sc. 39

Pnl. 6

Bg.

day night

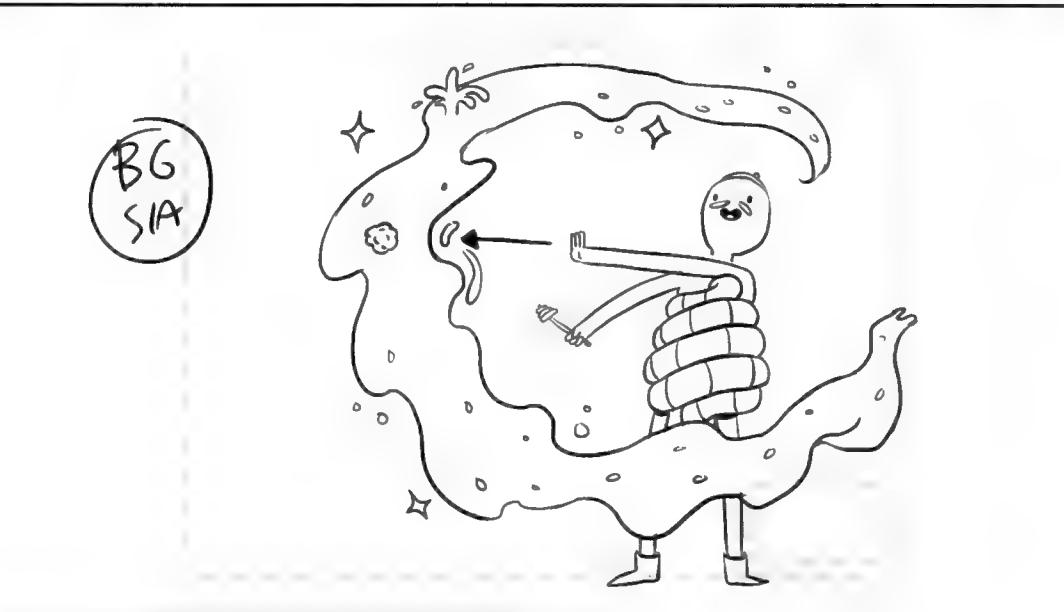
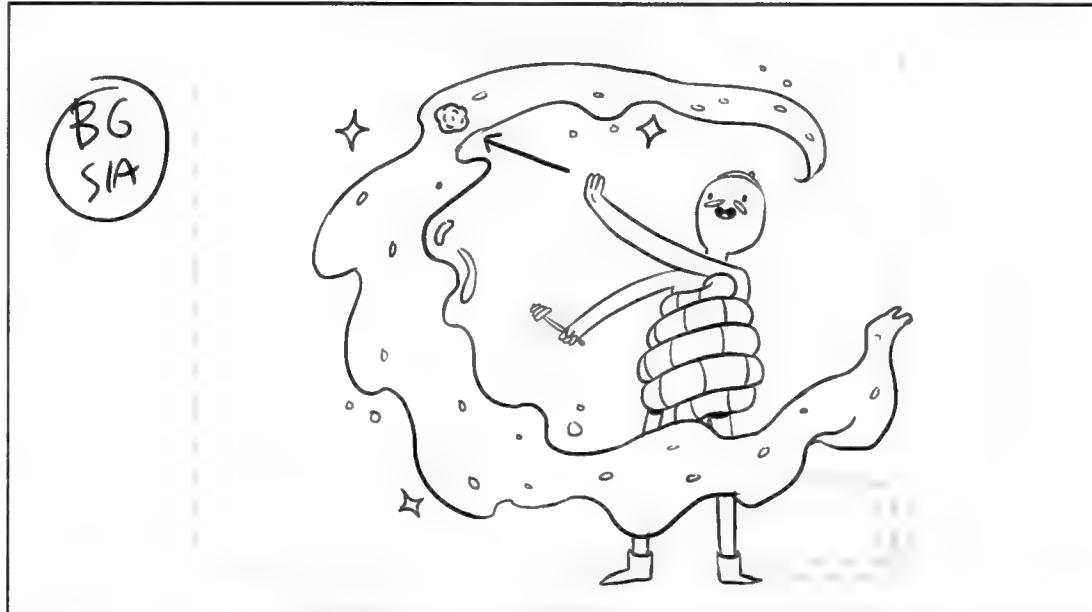
Sc. 39

Pnl. 7

Bg.

day night

Page 85



Dialog:

C: Take this SOFT DRINK
FOR EXAMPLE ...

C: Add some SCOTCH MINTS TO IT --

SFX: * THAAP *

Action:

C: SHOOTS SCOTCH MINTS FROM HIS
PALM AT SUSPENDED SODA .

Timing:

EPISODE # 1042-2b1

Production :

ADVENTURE TIME

Sc. 39

Pnl. 1

Bg.



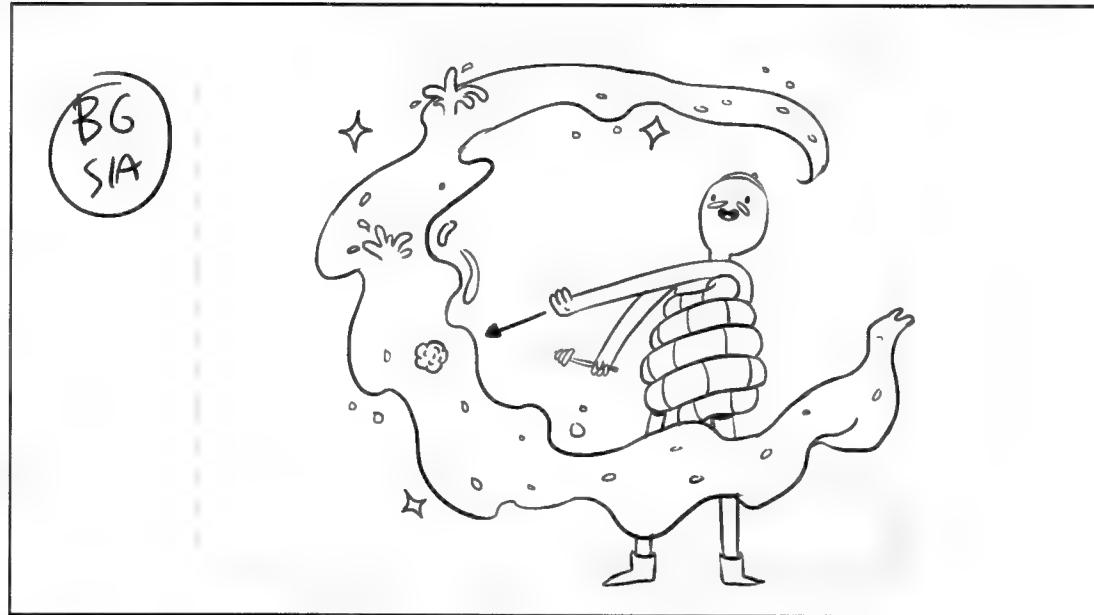
day night

Sc. 39

Pnl. J

Bg.

Page 86
day night



Dialog:

C: And behold!

SFX: * Thoop *

SFX: * Thoop *

Action:

Timing:

EPISODE #

Production :

1042-251

ADVENTURE TIME

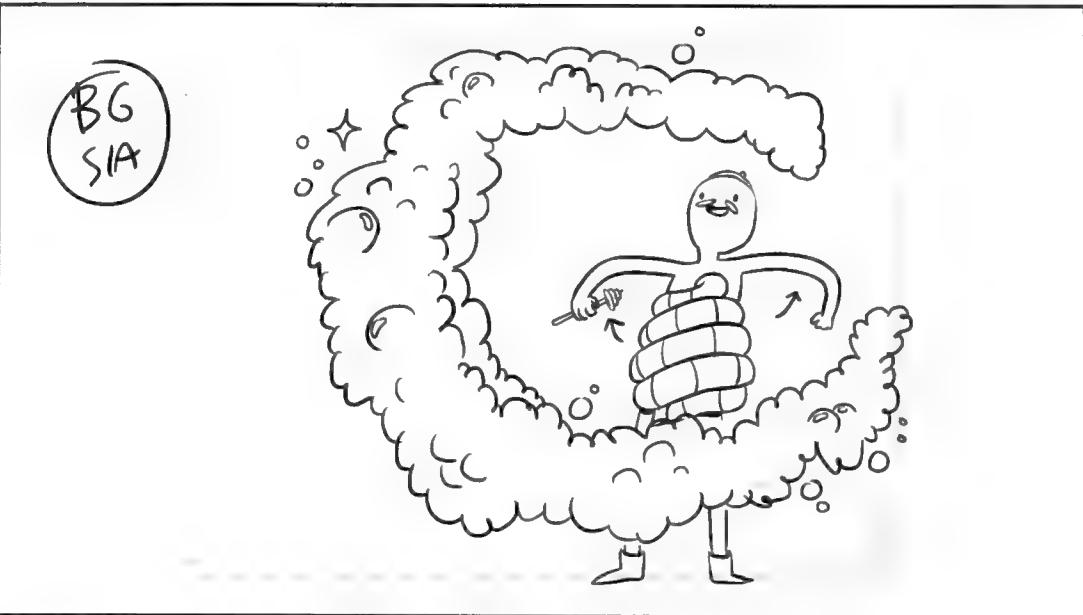


Sc. 39

Pnl. K

Bg.

day night



Sc. 40

Pnl. A

Bg.

day night



Page 87

EPISODE #

Production :

Dialog:

C : Candy Combustion!

Action:

Explosion! of FOAM.

Timing:

0142-251

ADVENTURE TIME

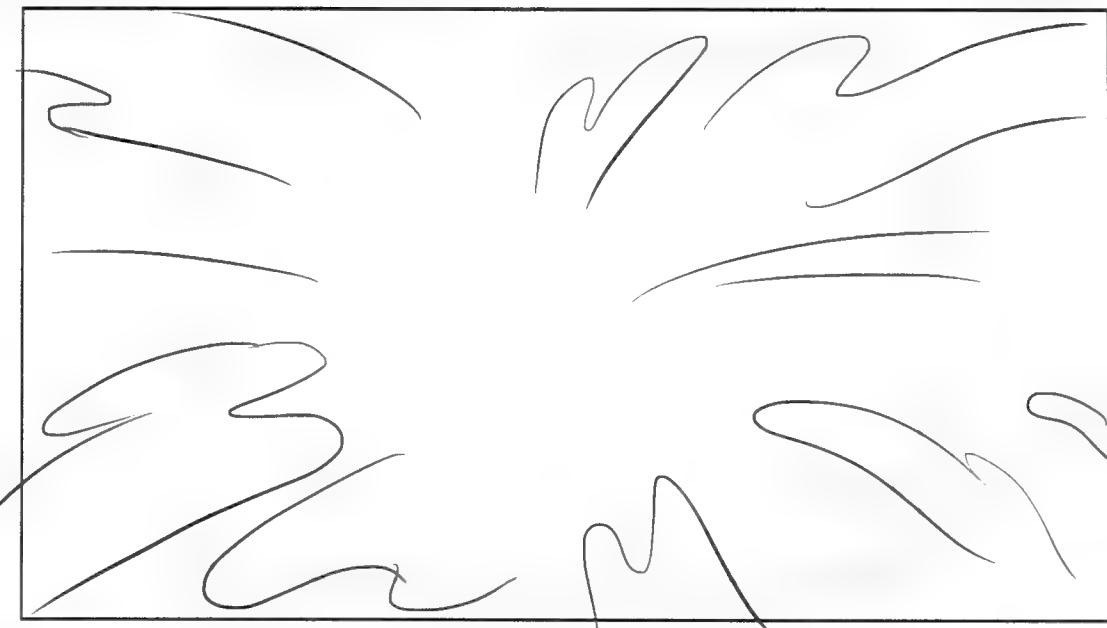


Sc. 40

Pnl. B

Bg.

day night

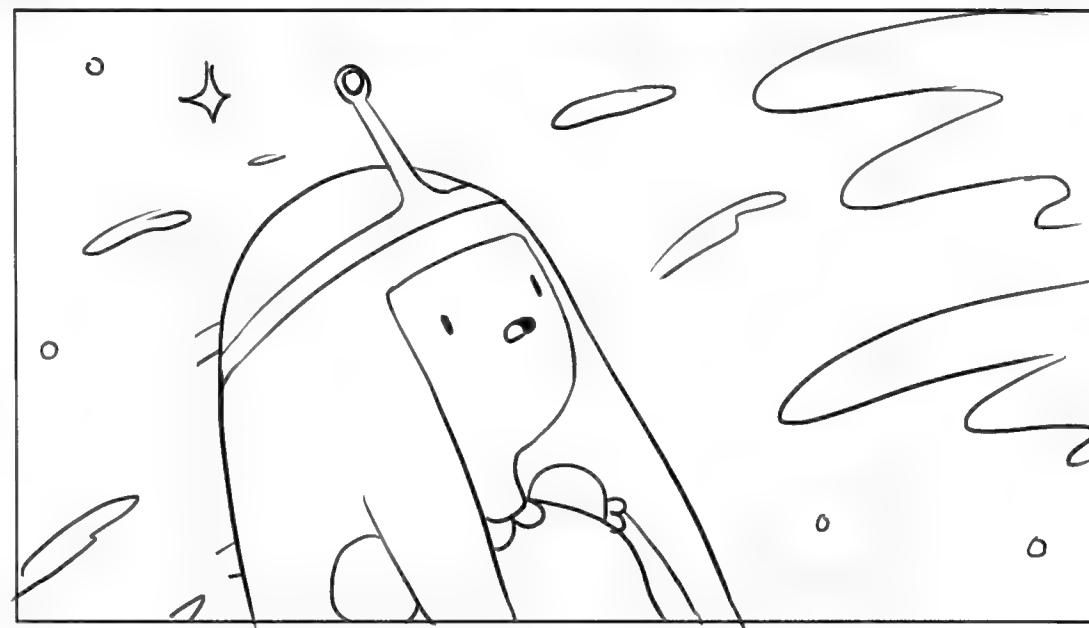


Sc. 41

Pnl. A

Bg.

day night



Page 88

Dialog:

Action:

Timing:

EPISODE #

Production :

0142-251

ADVENTURE TIME

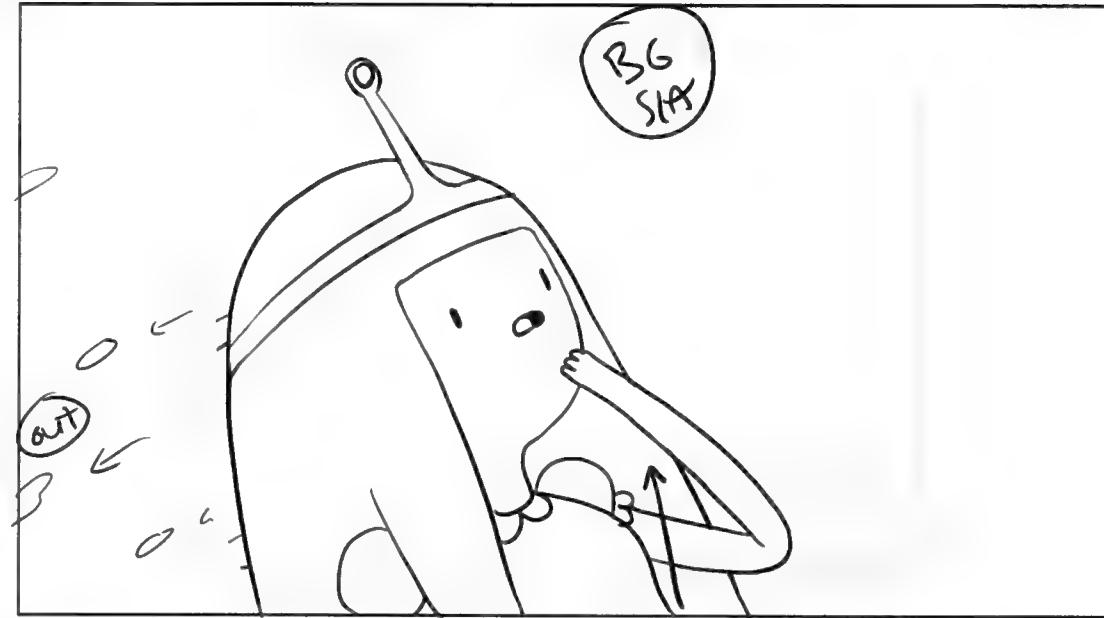


Sc. 41

Pnl. B

Bg.

day night

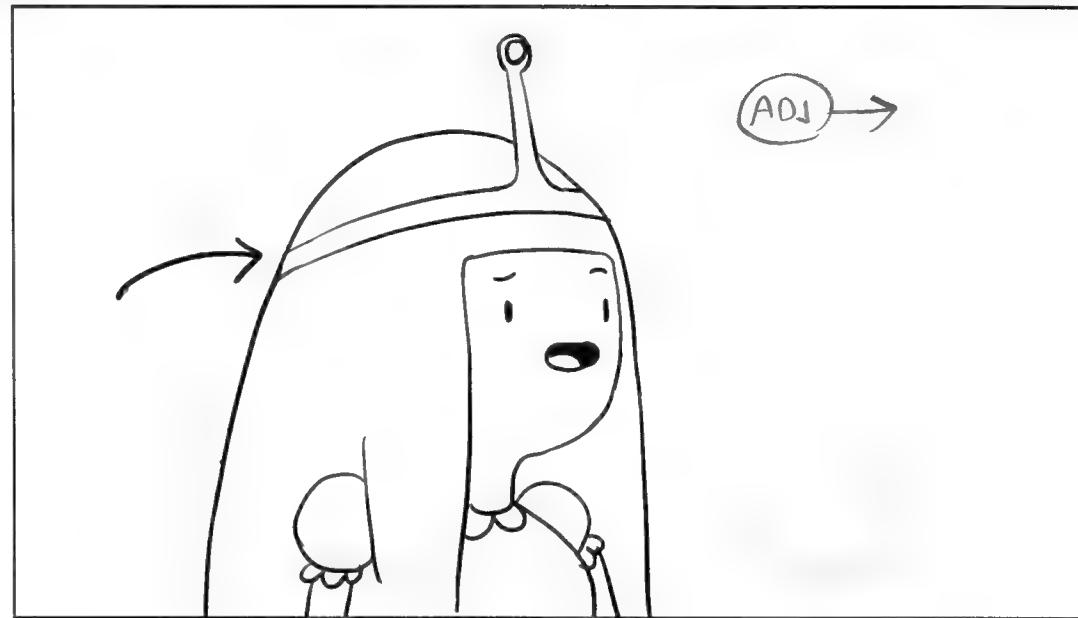


Sc. 41

Pnl. C

Bg.

day night



Dialog:

PB: Yeah that's kinda sweet.

PB : How do I do that? I can
barely shoot one jelly bean?

Action:

- FOAM CONTINUES OFF/S.

- PB STRAIGHTENS UP.
- ADJ. W/ ACTION

Timing:

EPISODE #

Production :

042-2b1

Page 89

ADVENTURE TIME

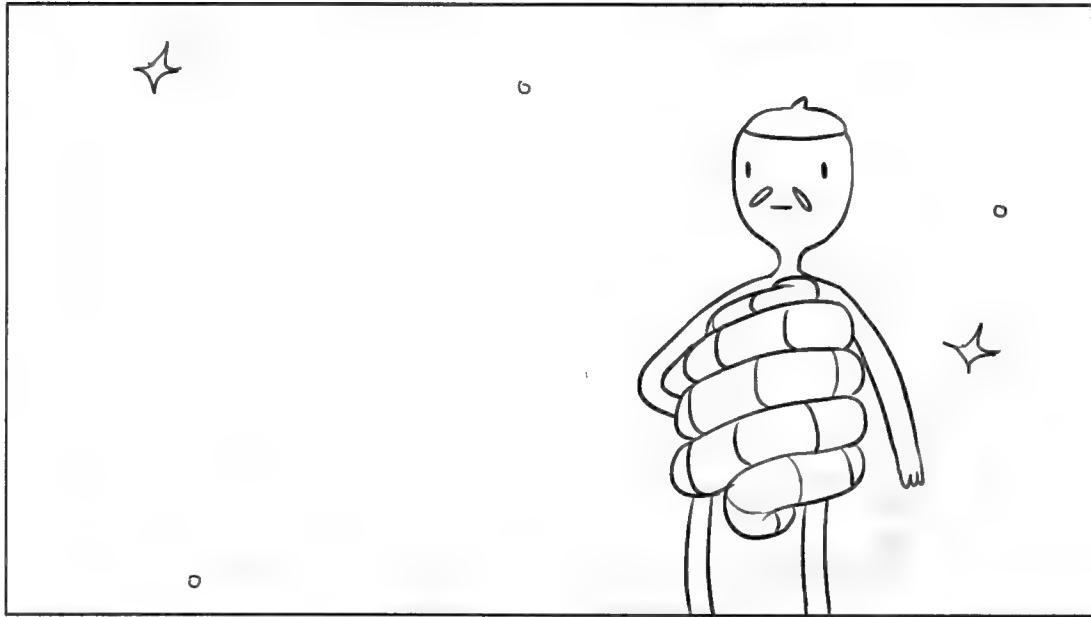
Sc. 42

Pnl. A

Bg.



day night

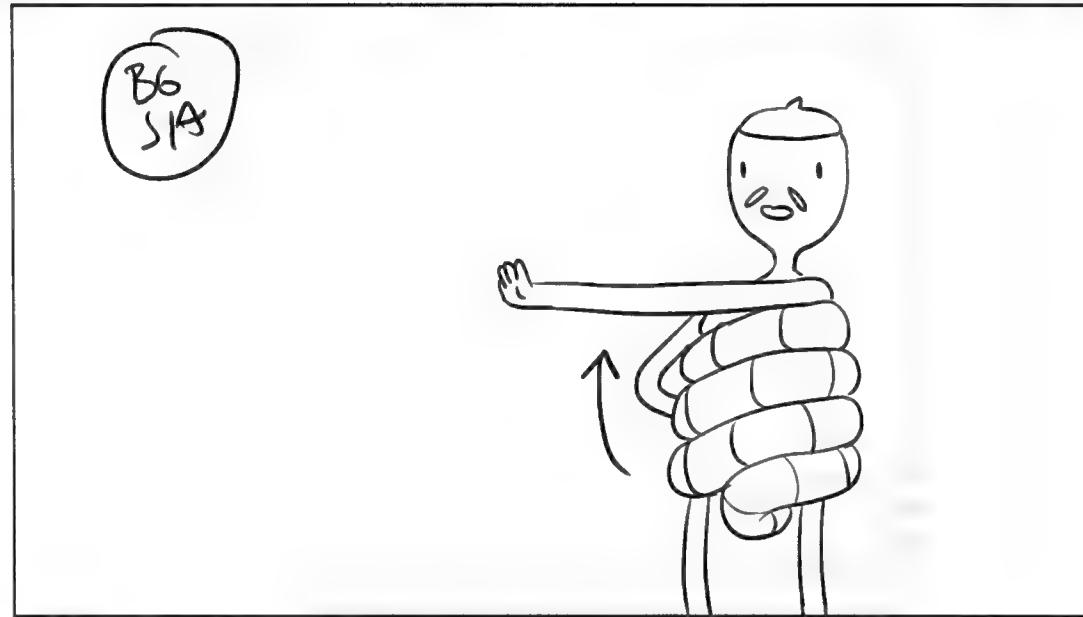


Sc. 42

Pnl. B

Bg.

day night



Dialog:

C: Here let me show you.

Action:

- A cosmic candy hand materializes



Timing:

Production :

EPISODE #

1142-251

Page 90

ADVENTURE TIME

Sc. 42

Pnl. C

Bg.



day night

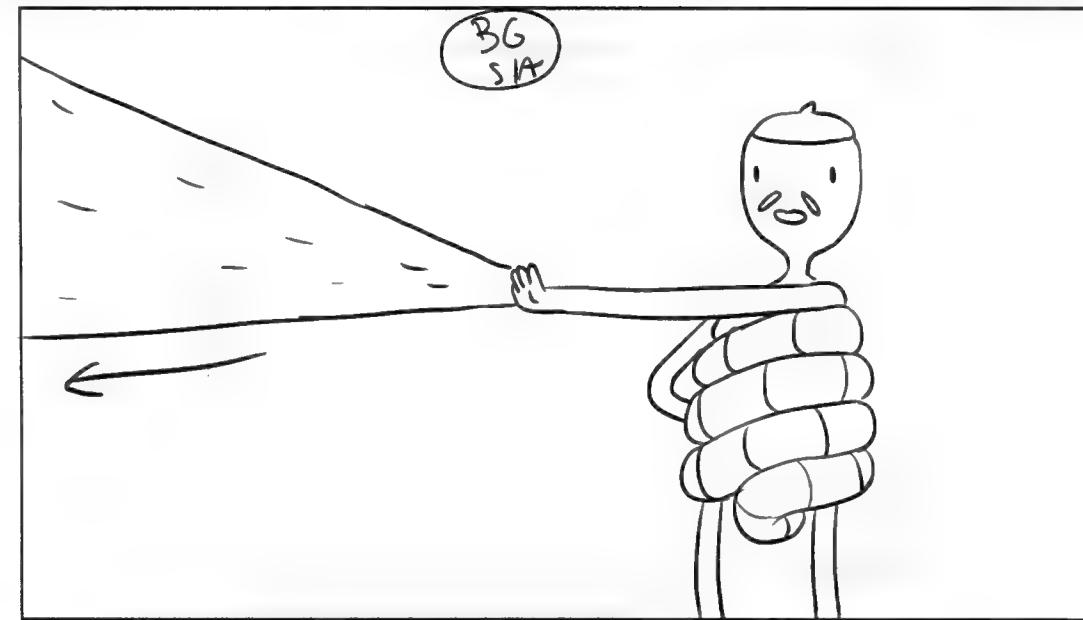
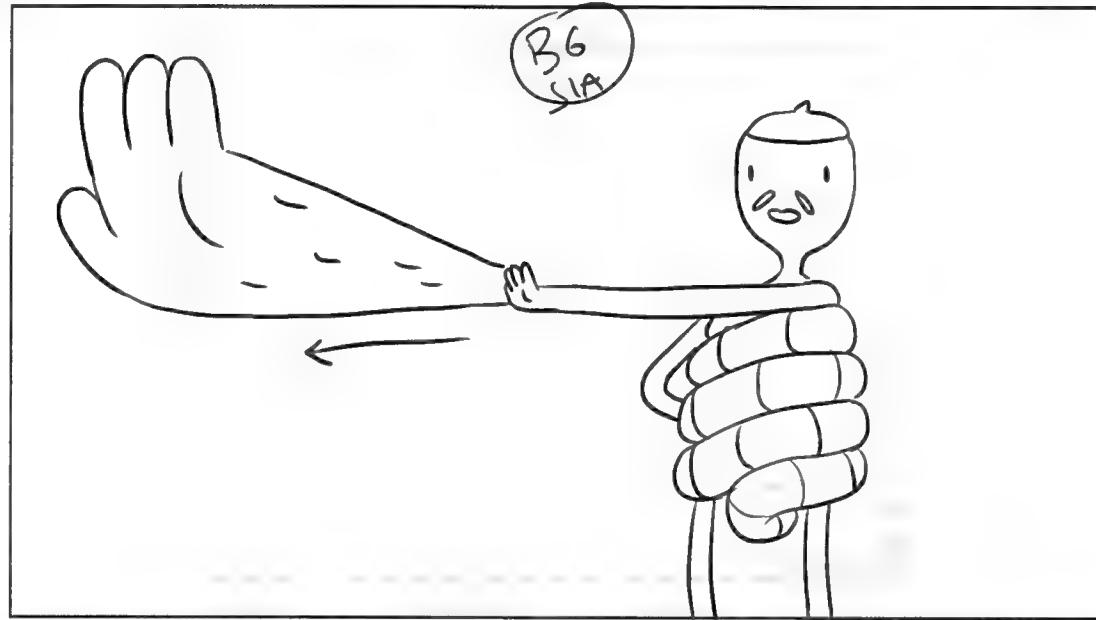
Sc. 42

Pnl. D

Bg.

Page 91

day night



Dialog:

Action:

- COSMIC CANDY HAND EXTENDS OFF/S,

Timing:

EPISODE #

Production :

1042-25i

ADVENTURE TIME



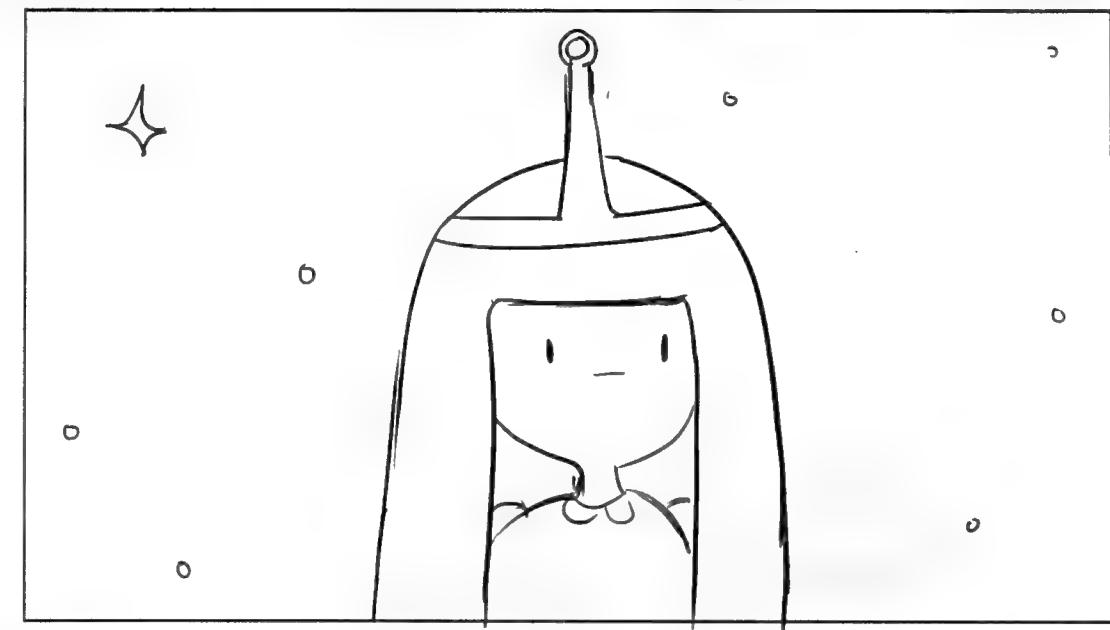
Page 92

Sc. 43

Pnl. A

Bg.

day night

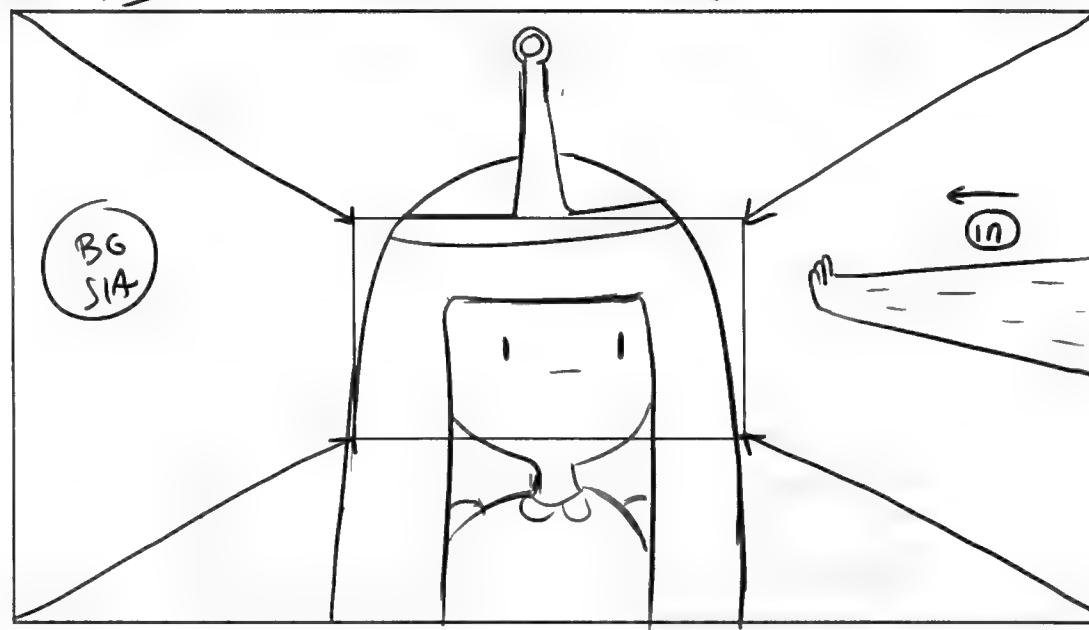


Sc. 43

Pnl. B

Bg.

day night



Dialog:

Action:

- COSMIC HAND STRETCHES ON/S.
- TRUCK IN ON PB'S FACE.

Timing:

EPISODE #

Production :

1042-251

ADVENTURE TIME

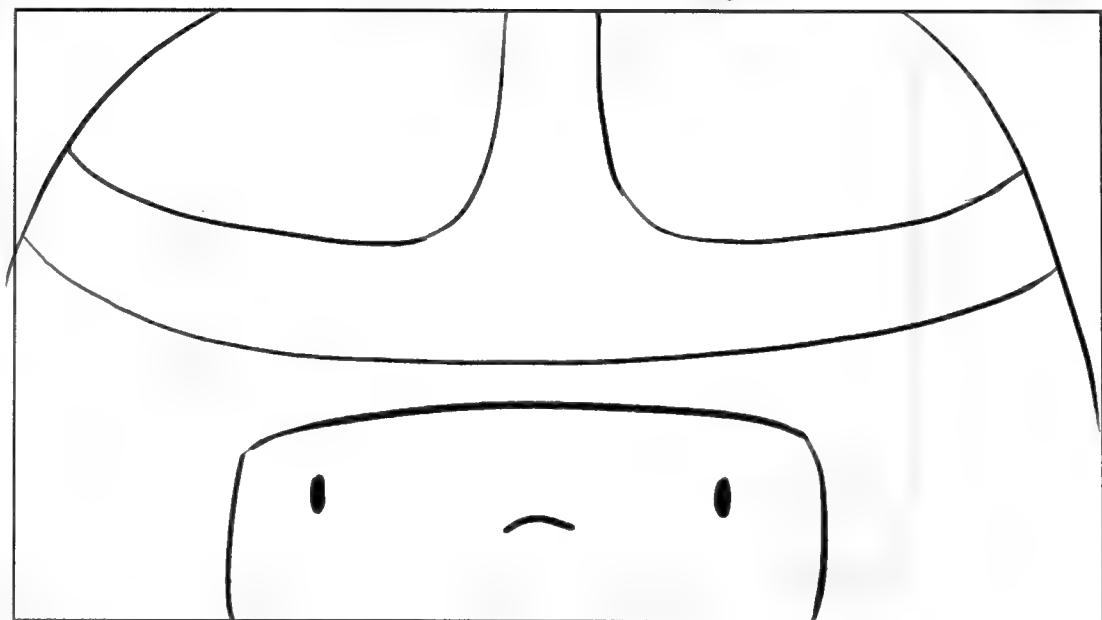


Sc. 44

Pnl. A

Bg.

day night

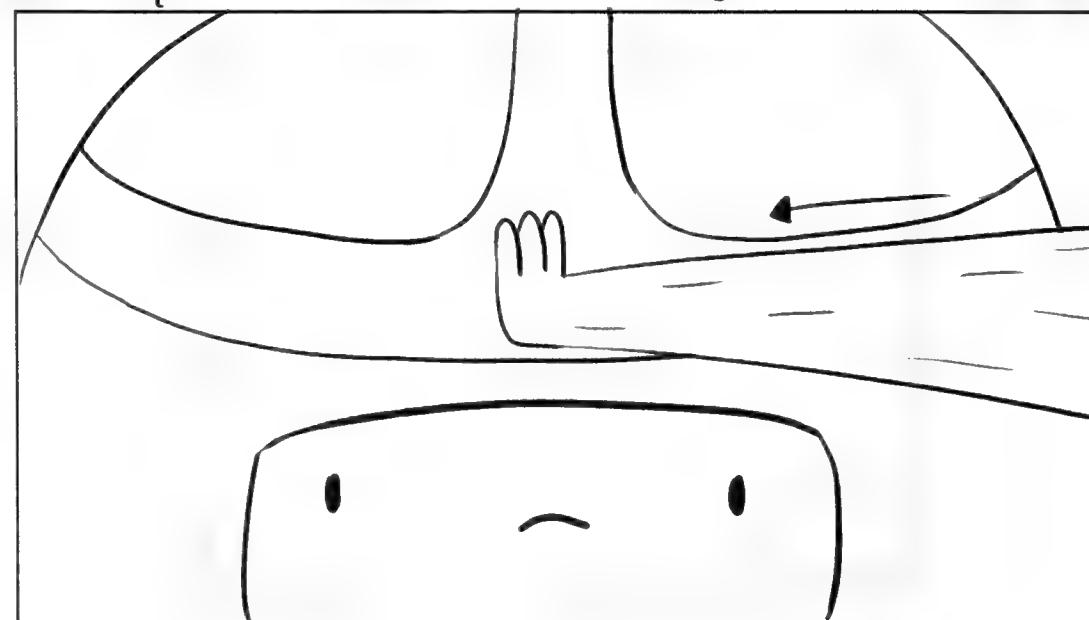


Sc. 44

Pnl. B

Bg.

day night



Page 93

Dialog:

C: Connect to yourself.

Action:

- COSMIC HAND RESTS ON PBS FOREHEAD.

Timing:

Production :

142-251

EPISODE #

ADVENTURE TIME



Sc. 44

Pnl. C

Bg.

day night

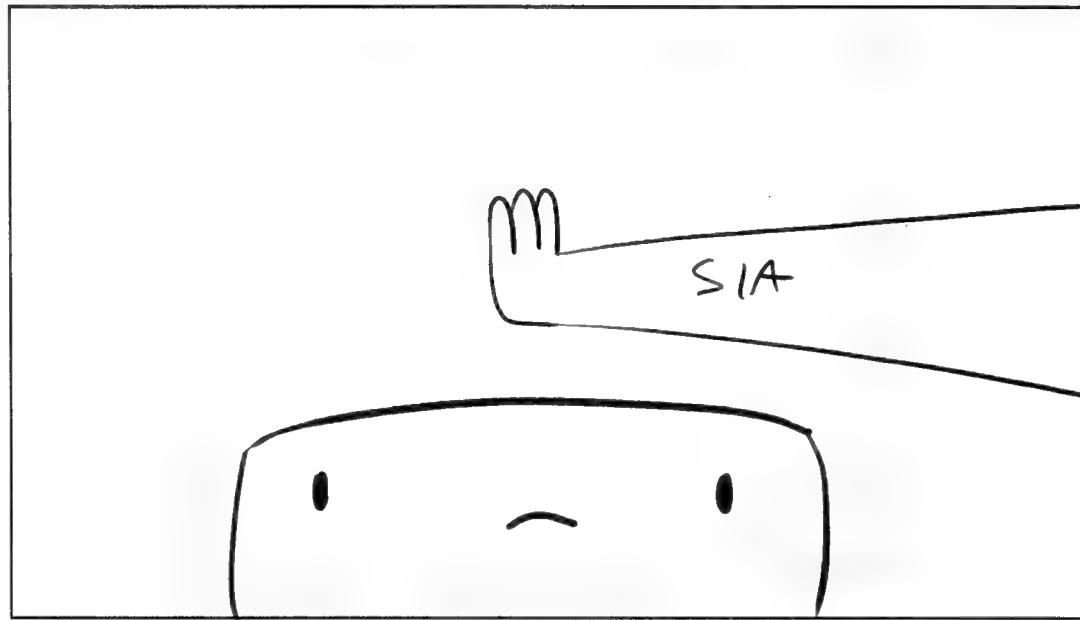


Sc. 44

Pnl. D

Bg.

day night



Page 94

EPISODE #

1042-251

Dialog:

Action: Top part of PB's head disappears

Timing:

Production:

ADVENTURE TIME

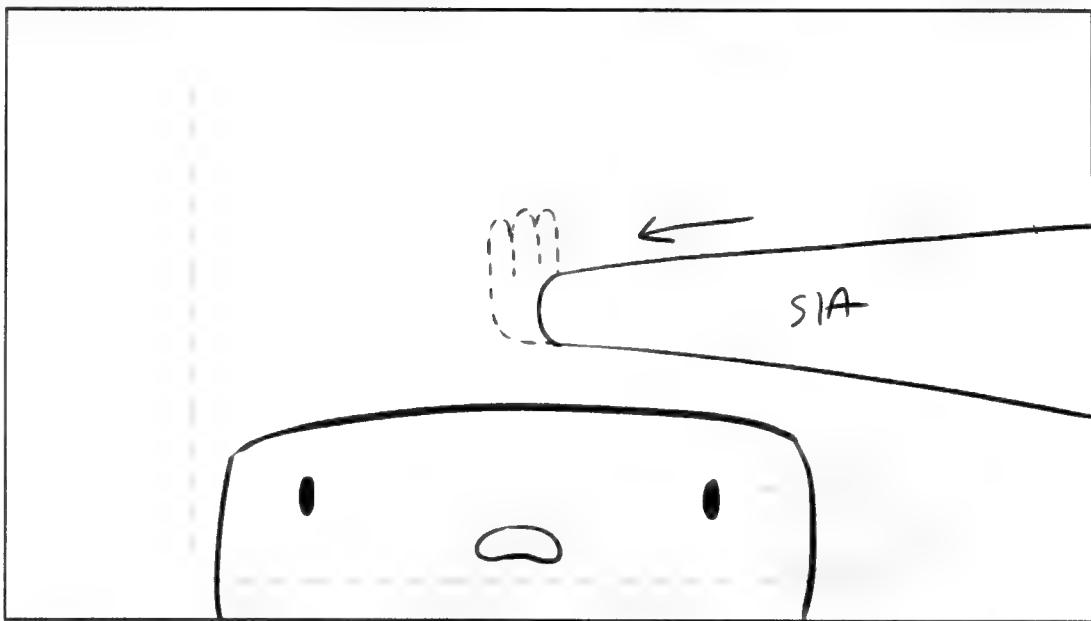


Sc. 44

Pnl. E

Bg.

day night

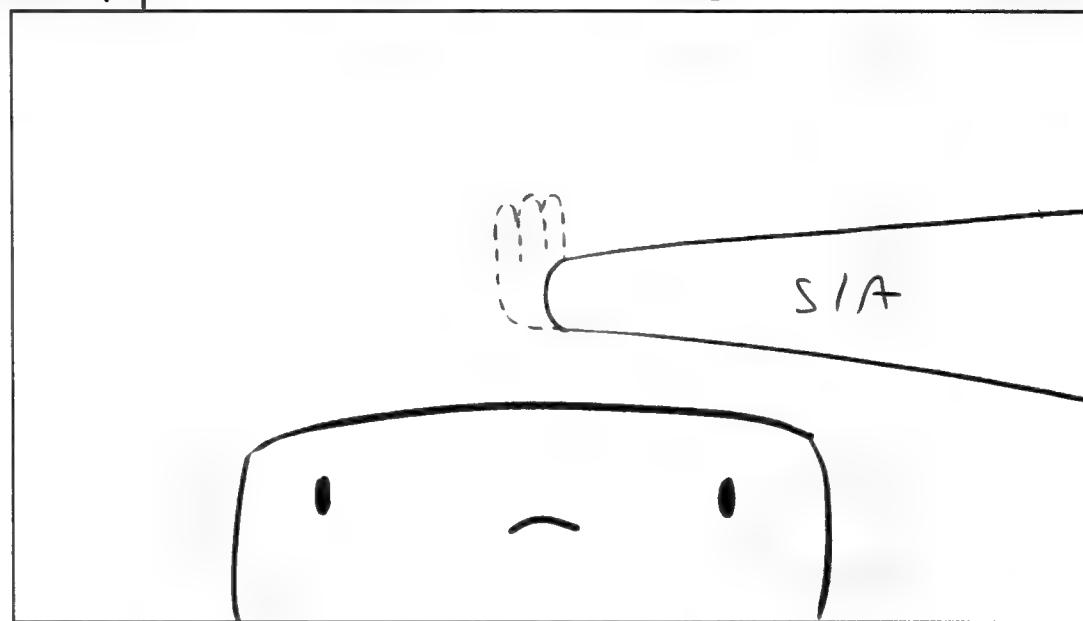


Sc. 44

Pnl. F

Bg.

day night



Page 95

EPISODE #

042-251

Production :

Dialog:

PB: I AM connected to myself.

Action:

Cosmic hand pushes through PB's head

Timing:

ADVENTURE TIME

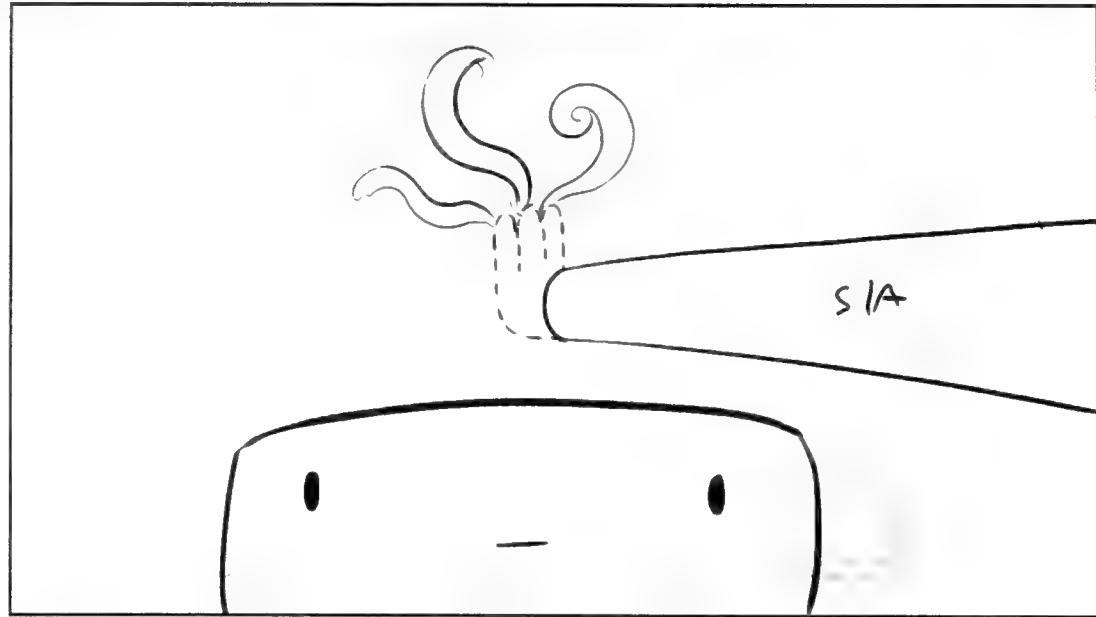


Sc. 44

Pnl. 6

Bg.

day night



Dialog:

Action:

Timing:

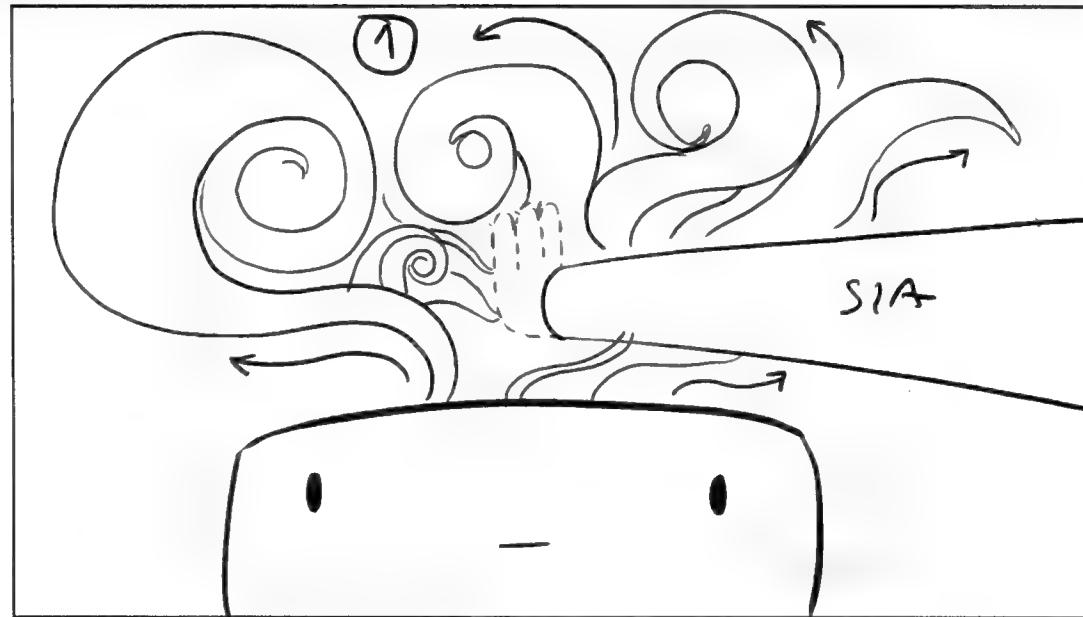
- smoke
forms

Sc. 44

Pnl. 7

Bg.

day night



Production :

EPISODE #

1042-256

Page 96



ADVENTURE TIME



Sc. 44

Pnl. I

Bg.

day night

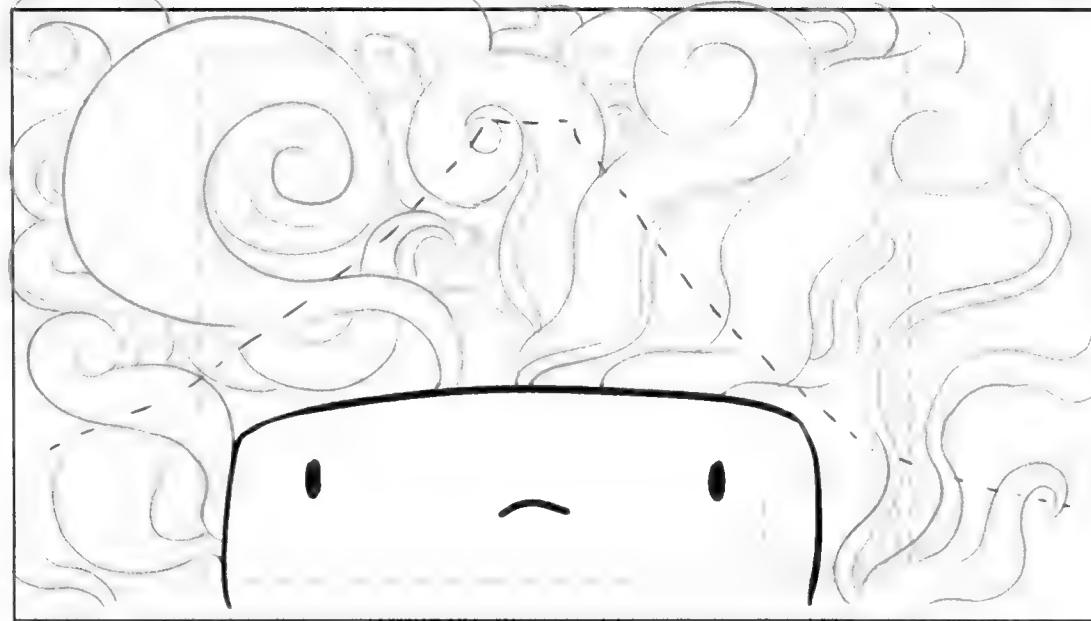


Sc. 44

Pnl. J

Bg.

day night



Page 97

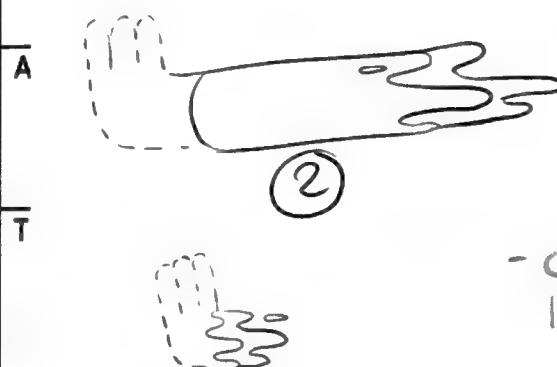
EPISODE #

1142-251

Production :

Dialog:

C (o/s) : Not to the self you once were -



Smoke fades out

- COSMIC HAND CONTINUES
INTO PB'S HEAD.

④

ADVENTURE TIME



Page 98

Sc. 44

Pnl. K

Bg.

day night

Sc. 44

Pnl. L

Bg.

day night



Dialog:

SFX: * SPUTTERING, BUBBLING *

Action:

- peppermint candy volcano fades in.

- peppermint candy volcano fades out.

Timing:



Volcano top lava sputter

Production :

EPISODE #

1042-251

ADVENTURE TIME

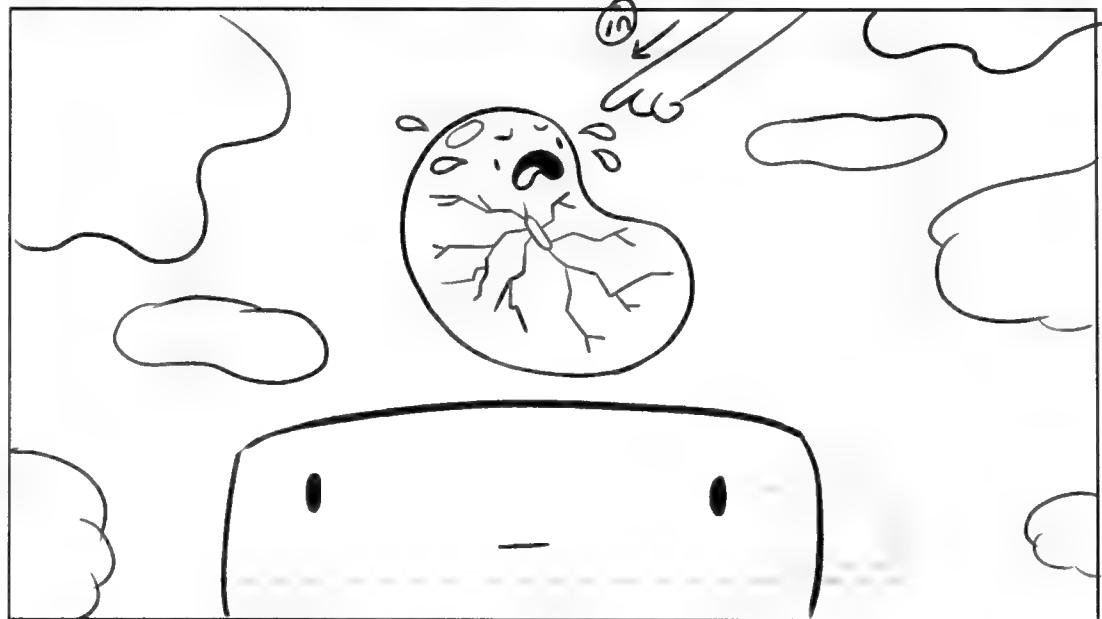


Sc. 44

Pnl. M

Bg.

day night

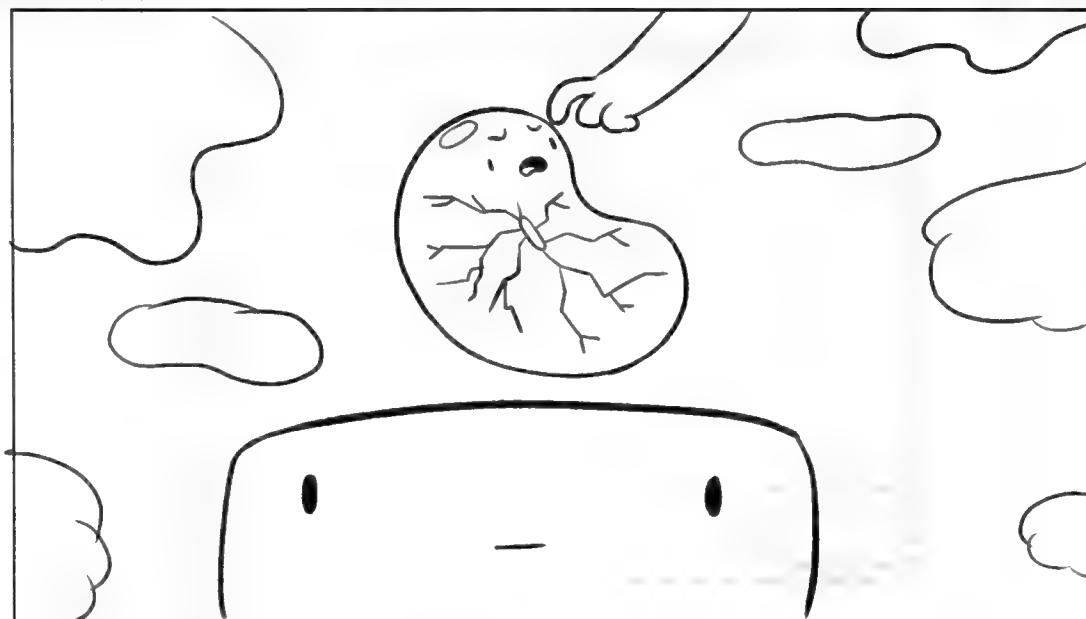


Sc. 44

Pnl. N

Bg.

day night



Page 99

EPISODE #

1042-256

Dialog:

JELLY
BEAN.

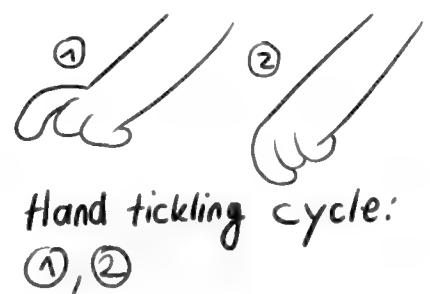
Crying

CB: TO Your new self.

Action:

Crying baby jelly bean image
fader in. HAND REACHES ON/S.

Timing:



Hand tickling cycle:
①, ②

Production :

ADVENTURE TIME

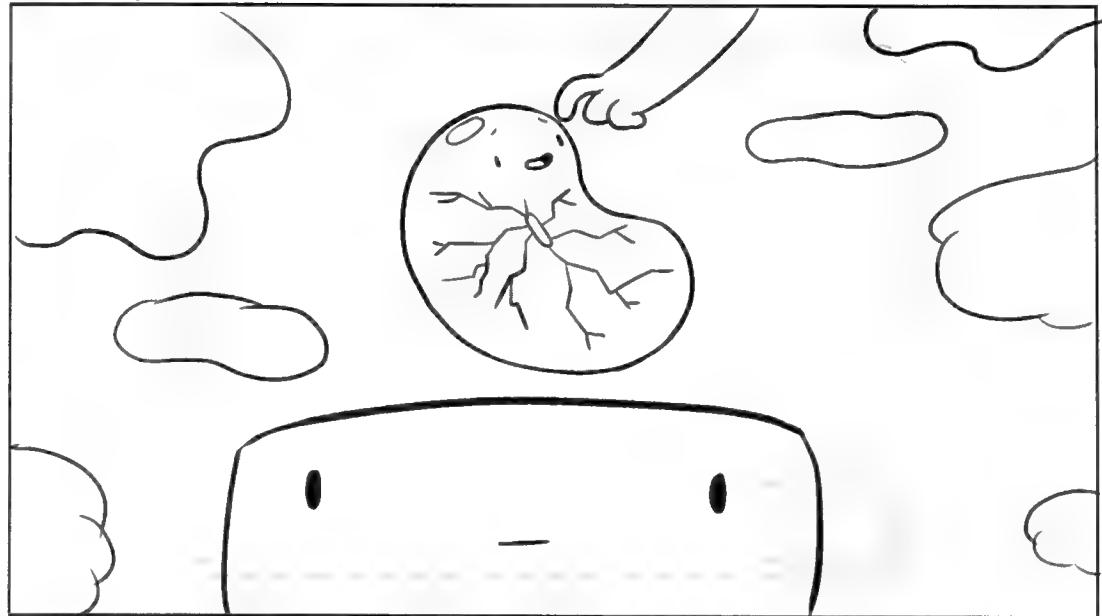


Sc. 44

Pnl. O

Bg.

day night

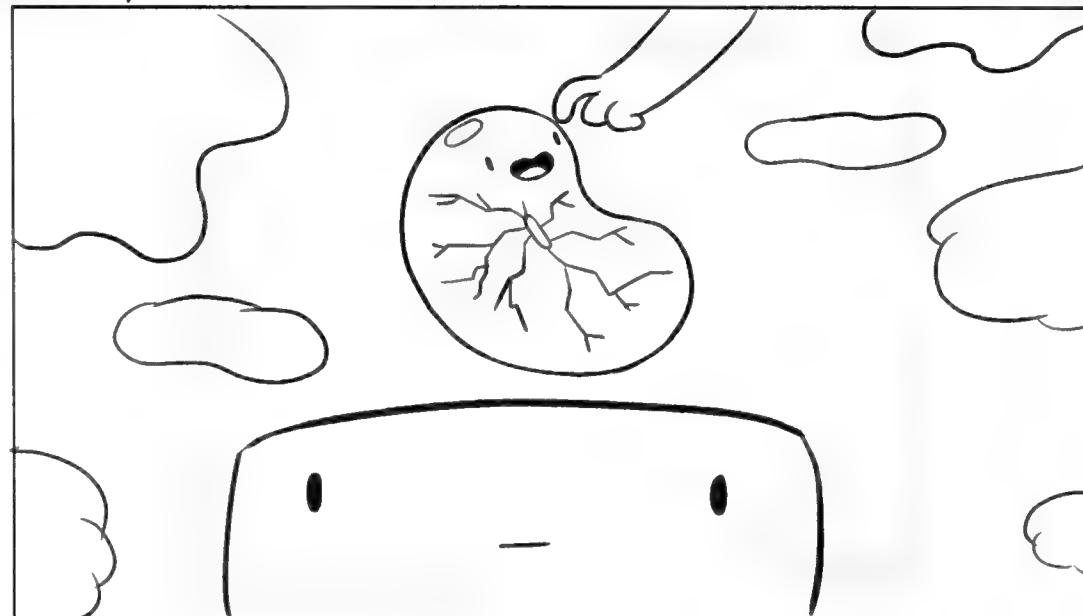


Sc. 44

Pnl. P

Bg.

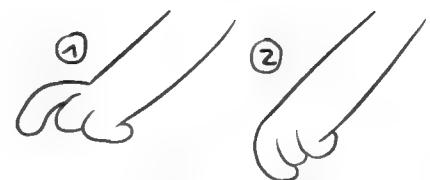
day night



Page 99a

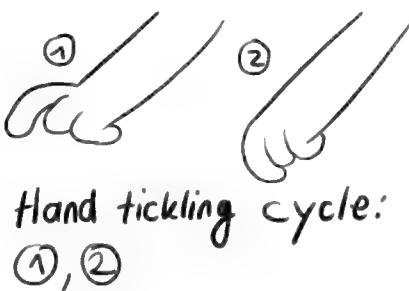
Dialog:

Action:



Timing:
Hand tickling cycle:
①, ②

- Jelly bean's happy



Hand tickling cycle:
①, ②

Production :

1042-251

EPISODE #

ADVENTURE TIME

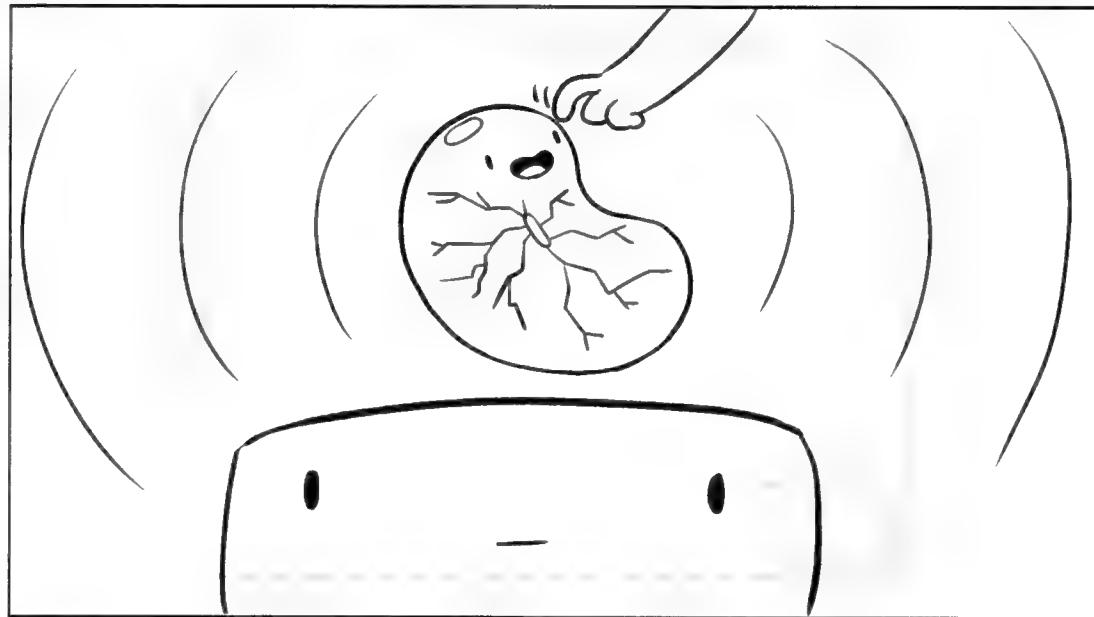


Sc. 44

Pnl. Q

Bg.

day night



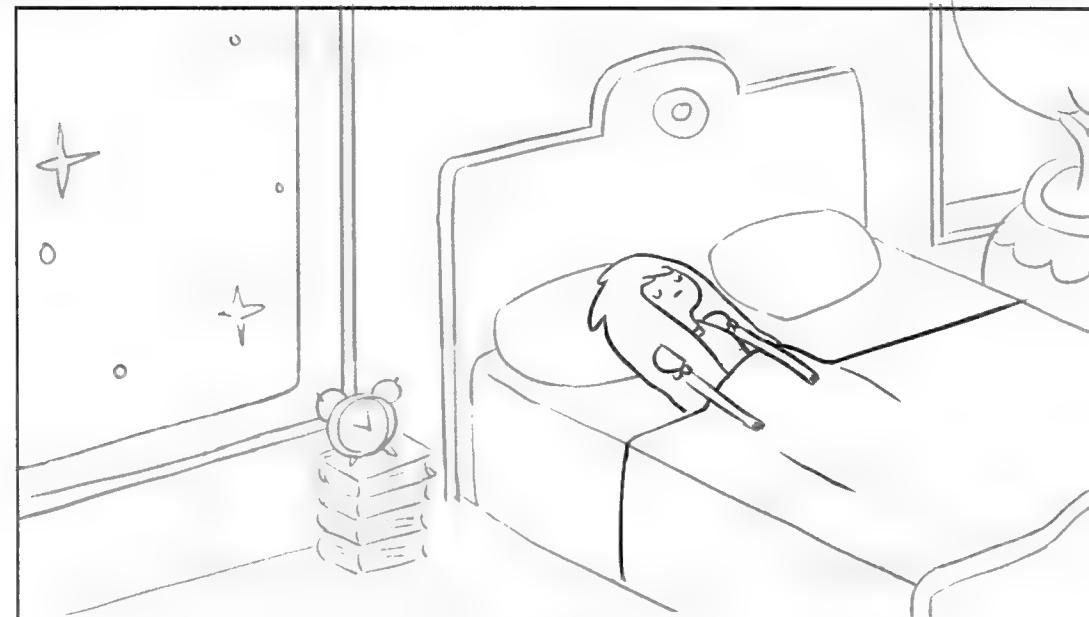
Sc. 45

Pnl. A

Bg.

Page 100

day night



Dialog:

Jelly Bean: *BEEP BEEP BEEP*

SFX: *BEEP BEEP BEEP*

Action:

-WAVES EMANATE FROM JELLY BEAN.

-ALARM GOING OFF IN PB'S ROOM.

Timing:

Production :

1042-251

EPISODE #

ADVENTURE TIME



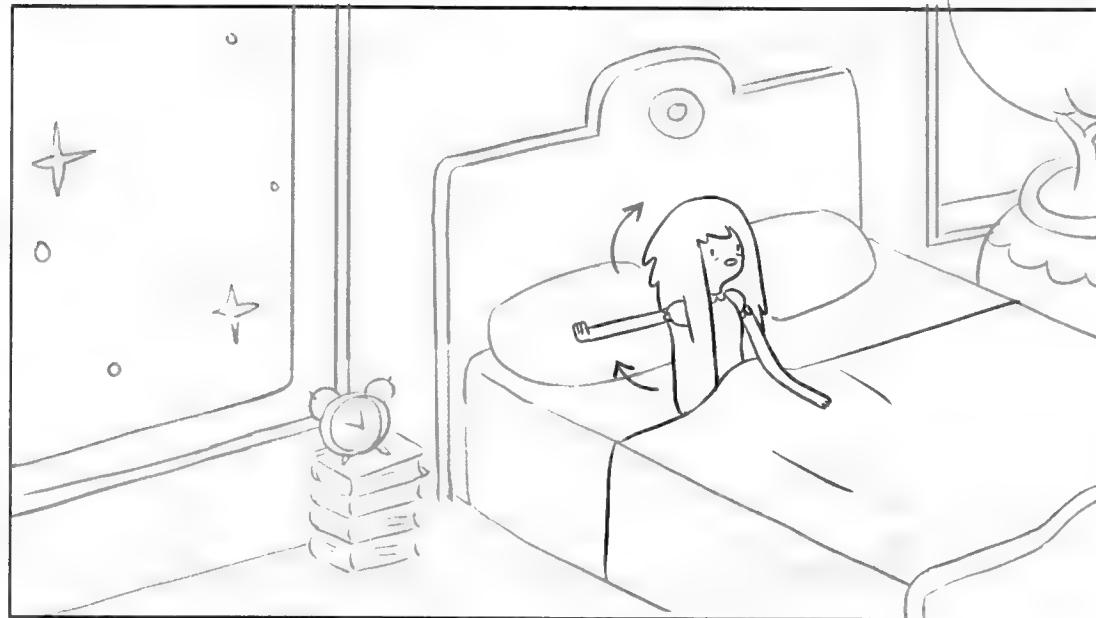
Page 101

Sc. 45

Pnl. B

Bg.

day night

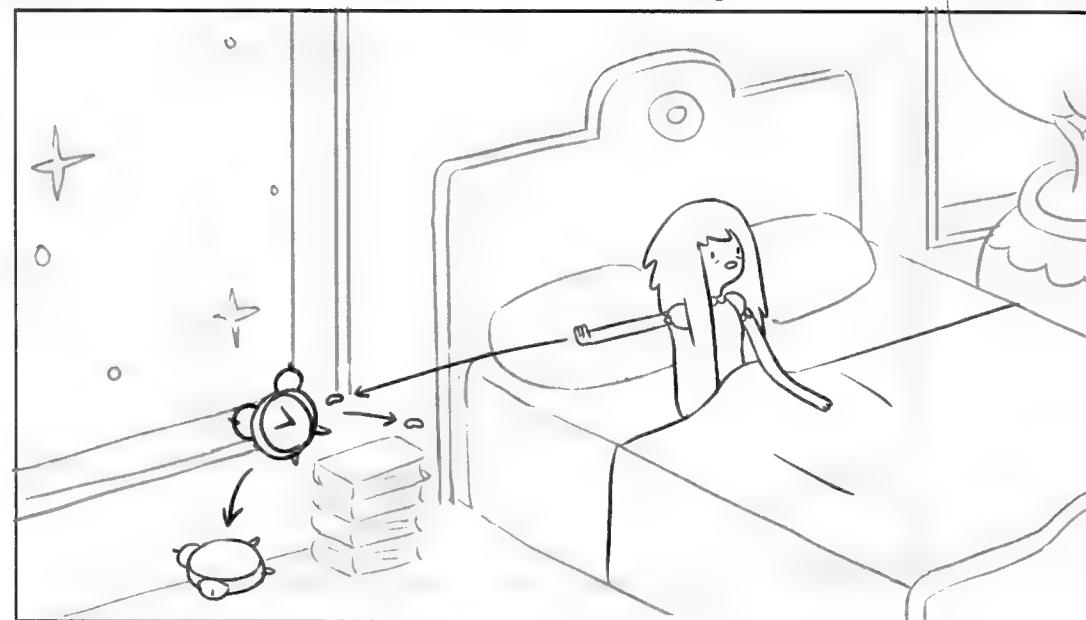


Sc. 45

Pnl. C

Bg.

day night



Dialog:

SFX: * BEEP - BEEP - BEEP *

SFX: * PYEW! CLUNK *

Action:

- PB SITS UP- ARM SNAP UP

- JELLY BEAN SHOOTS FROM PB'S PALM AT HIGH SPEED AND KNOWS ALARM CLOCK TO GROUND.

Timing:

Production :

1042-250

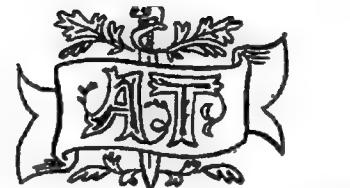
EPISODE #

ADVENTURE TIME

Sc. 45

Pnl. D

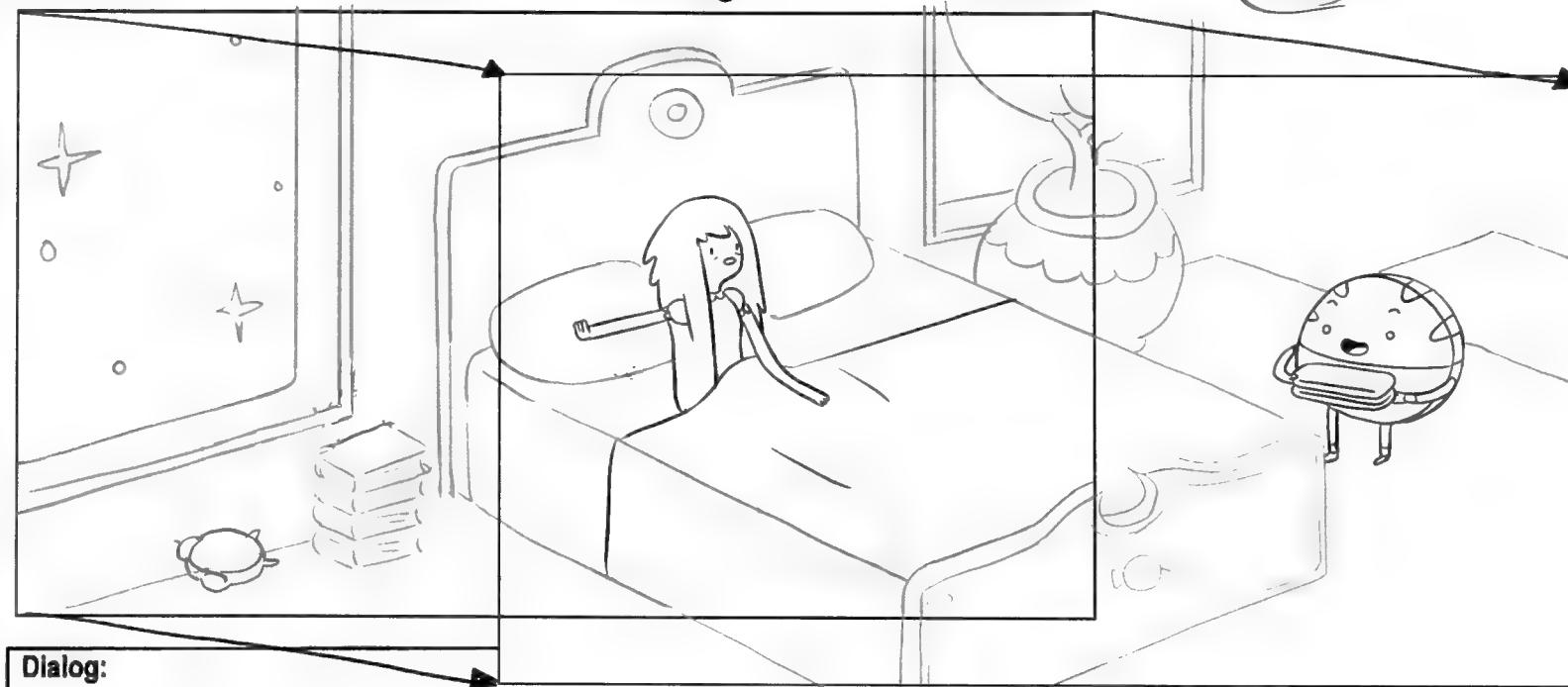
Bg.



day night

START

STOP



Dialog:

Pep B : I'll be globbed!

Action:

- ADJ. RIGHT TO PEP-BUT.

Timing:

Page 102

EPISODE # 1042-250

Production :

ADVENTURE TIME

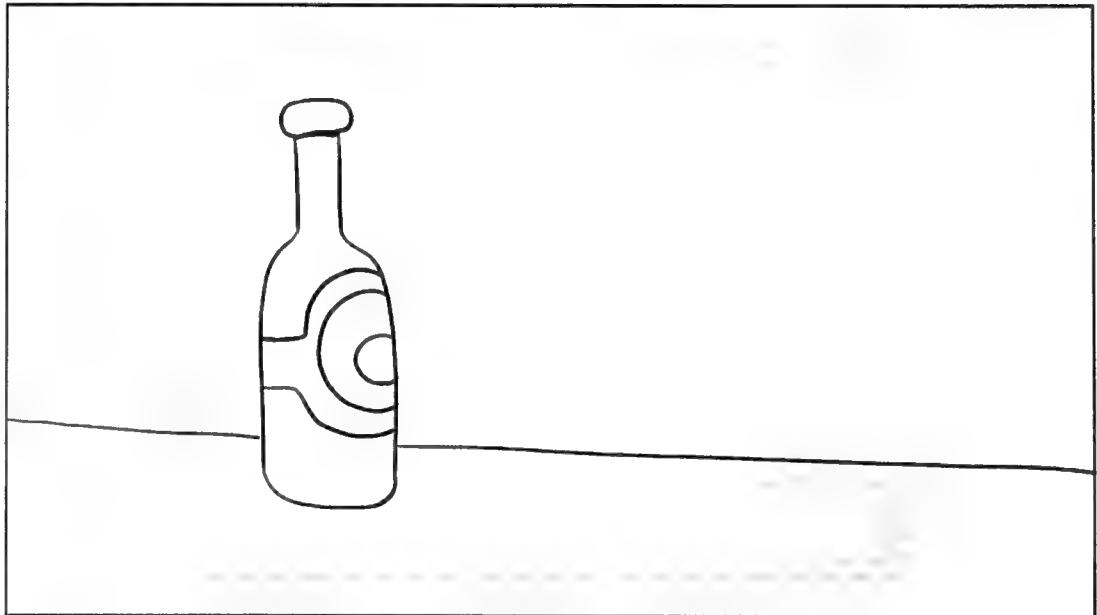
Sc. 46

Pnl. A

Bg.



day night

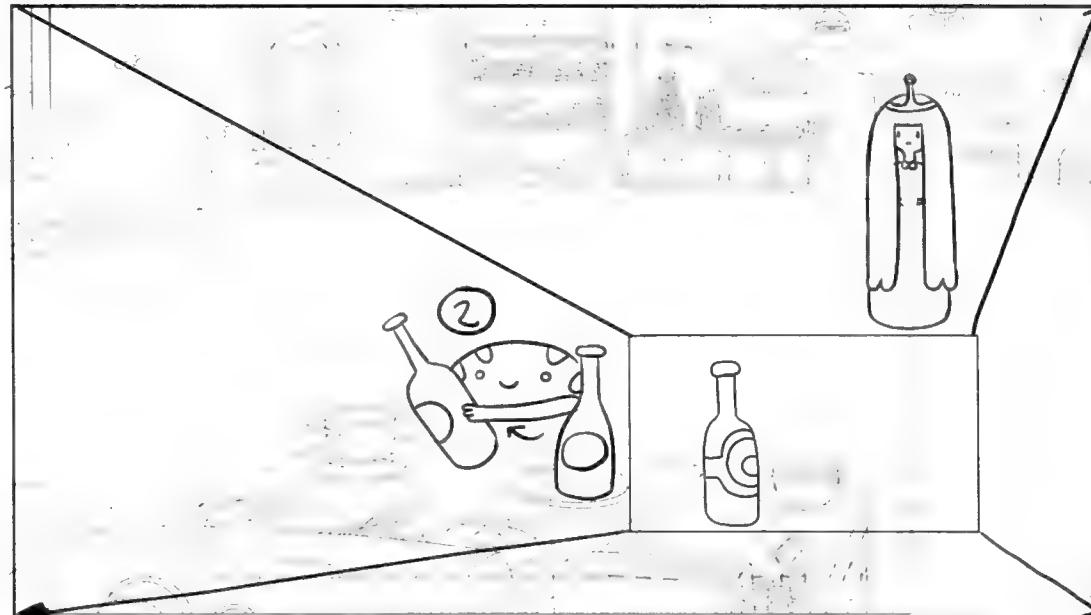


Sc. 46

Pnl. B

Bg.

day night



Page 163

Dialog:

(C/S)
SFX: * CLINK *



Action:

- TRUCK OUT TO REVEAL KITCHEN.
- PEP-BUT SETS UP 3RD BOTTLE.

Timing:

Production :

1042-251

EPISODE #

ADVENTURE TIME

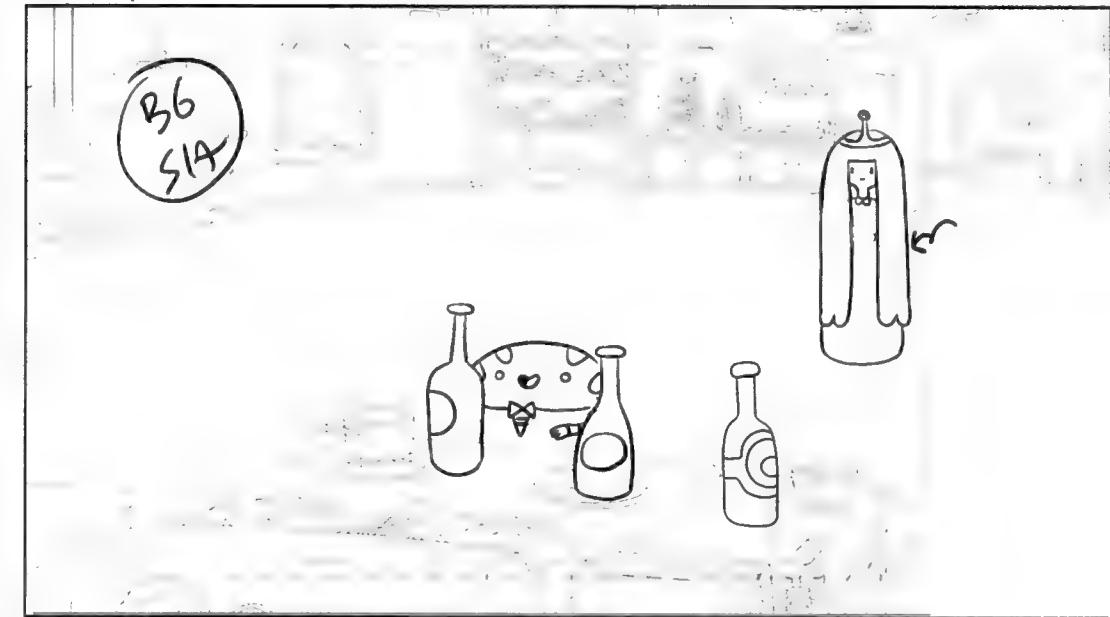


Sc. 46

Pnl. C

Bg.

day night

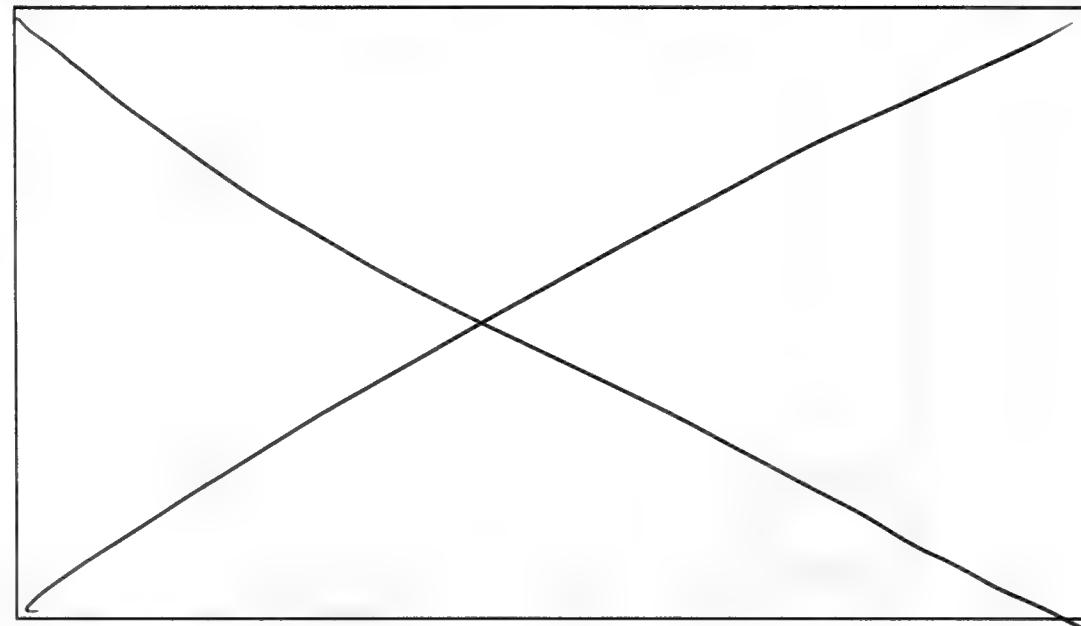


Sc.

Pnl.

Bg.

day night



Dialog: PepB: Ok, now aim and --

Action:

-PB STEPS FORWARD.

Timing:

Production :

1042-251

Page 104

EPISODE #

ADVENTURE TIME



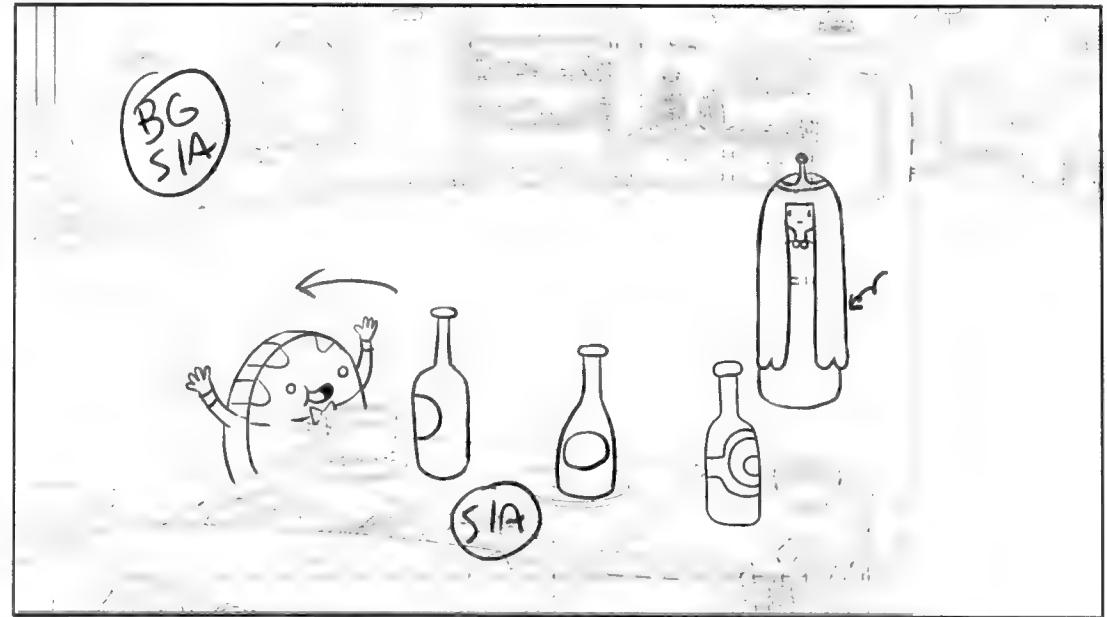
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Sc. 46

Pnl. 1

Bg.

day night

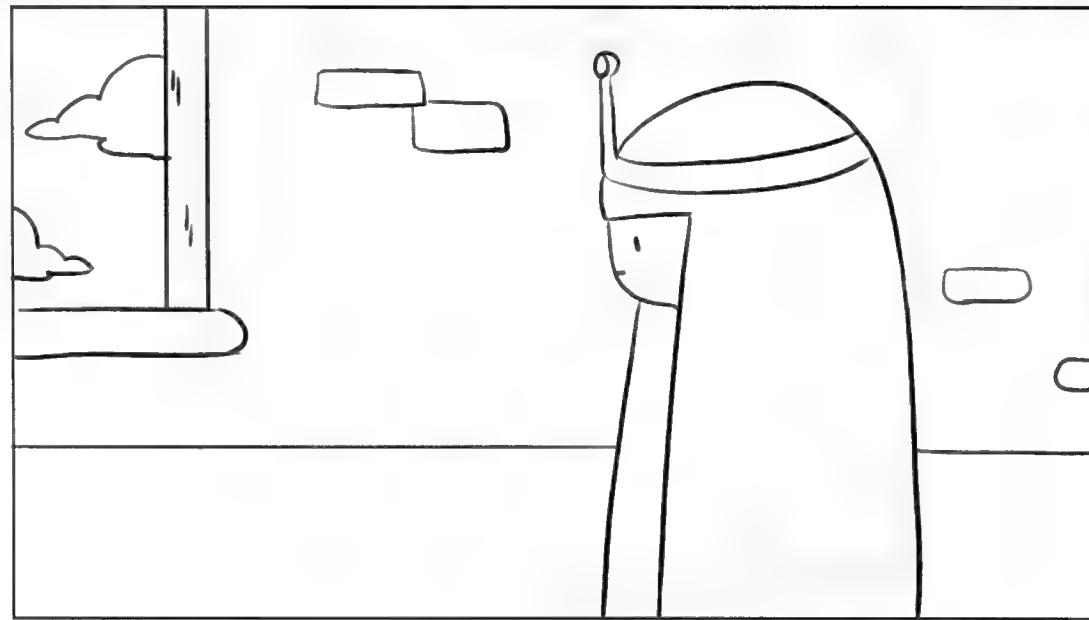


Sc. 47

Pnl. A

Bg.

day night



Page 105

Dialog:

PepB: Jellybean!

Action:

- PEP. BUT JUMPS TO THE SIDE.

Timing:

Production :

EPISODE #

1042-251

ADVENTURE TIME

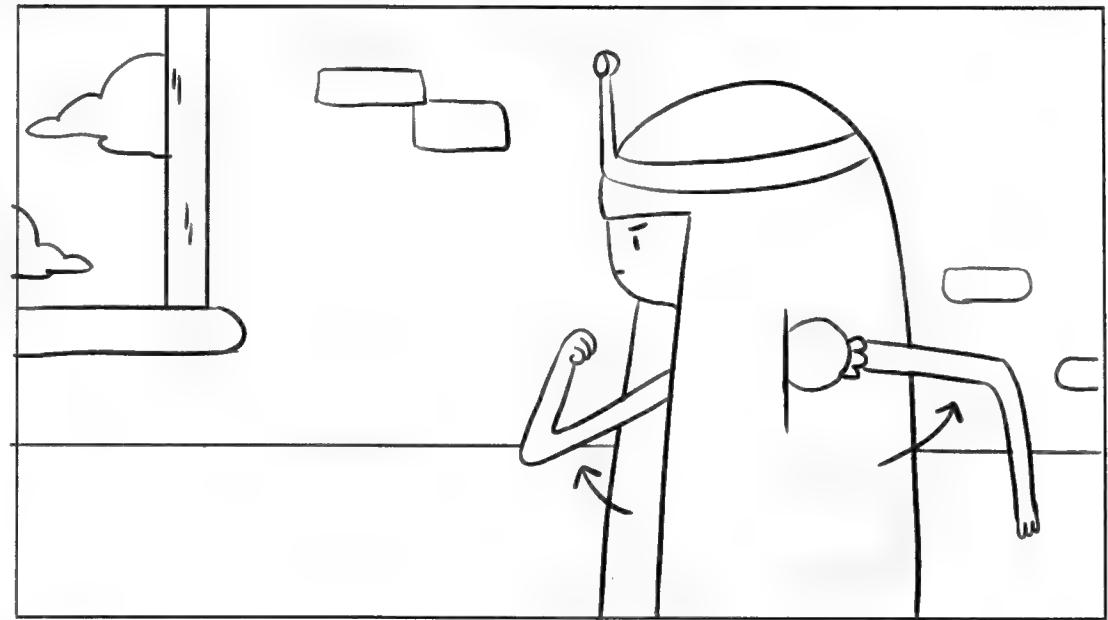


Sc. 47

Pnl. B

Bg.

day night

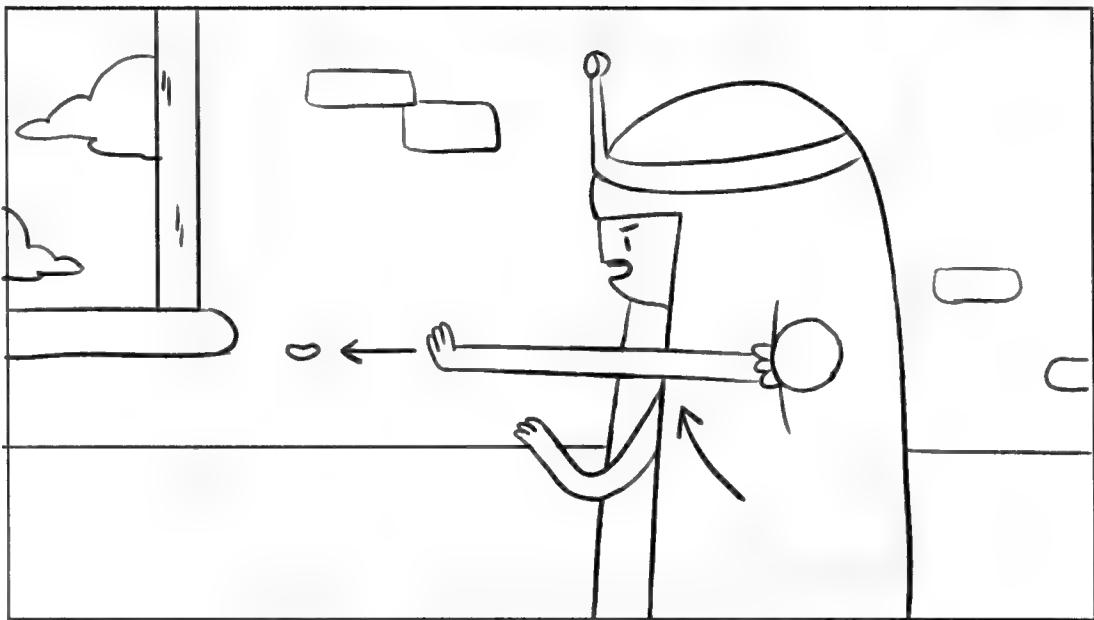


Sc. 47

Pnl. C

Bg.

day night



Dialog:

PB: POW!

Action:

- PB SHOOTS JELLYBEAN.

Timing:

Production :

EPISODE #

1042-251

Page 106

ADVENTURE TIME

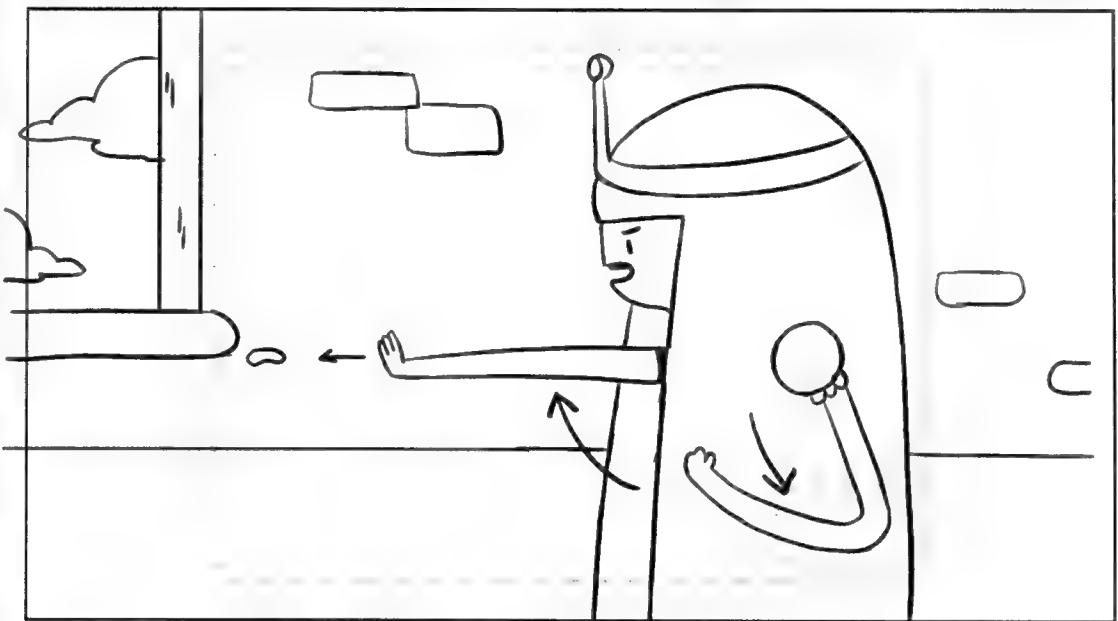


Sc. 47

Pnl. D

Bg.

day night

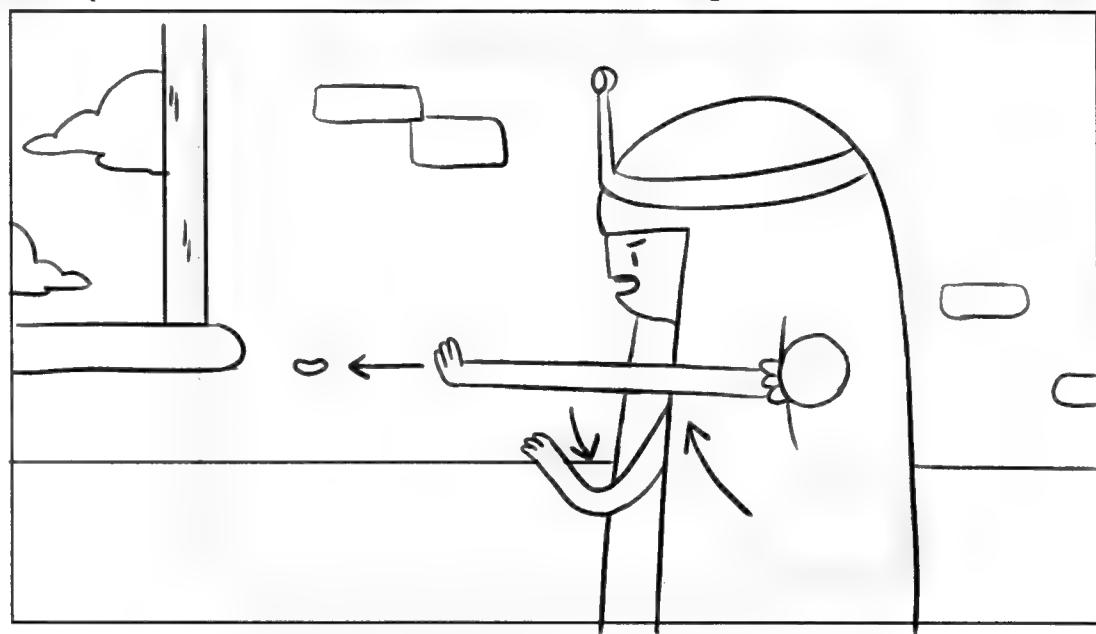


Sc. 47

Pnl. E

Bg.

day night



Dialog:

PepB ^(Co/s): Milk ball!
PB : POW!

PepB ^(Co/s): Candy corn!
PB : POW!

Action:

- PB SHOOTS JELLYBEAN.

- PB SHOOTS JELLY BEAN.

Timing:

Production :

1042-251

Page 107

ADVENTURE TIME

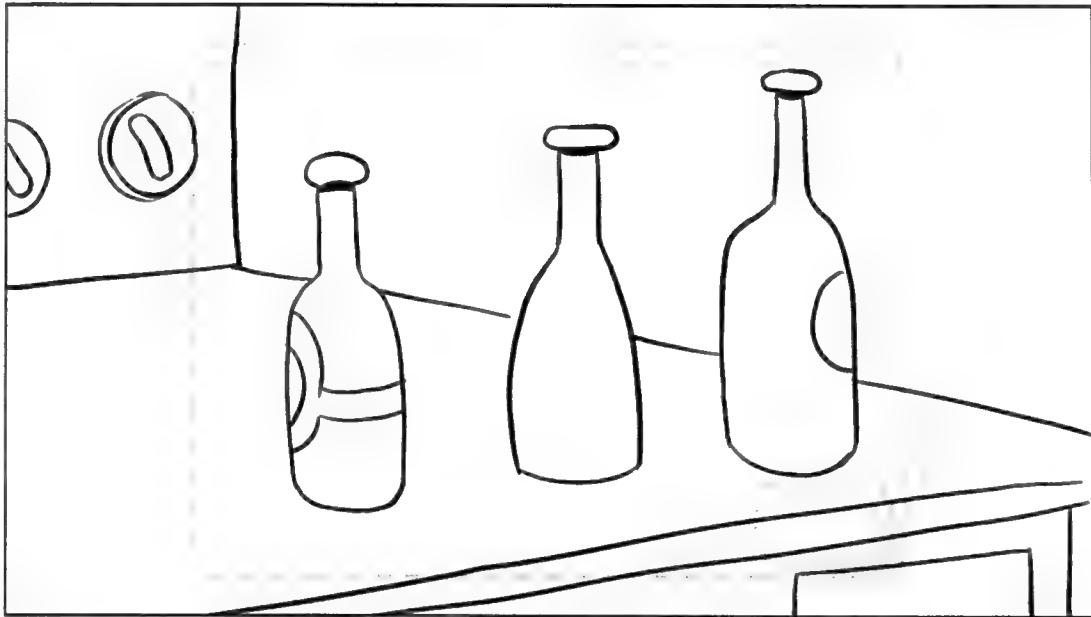


Sc. 48

Pnl. A

Bg.

day night



Sc. 48

Pnl. B

Bg.

day night



Dialog:

SFX: *CRASH*

Action:

- JBEAN BREAKS BOTTLE.

Timing:

Production :

EPISODE #

1042-251

Page 108

ADVENTURE TIME



Sc. 48

Pnl. C

Bg.

day night



Sc. 48

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

Page 109

EPISODE # 1042-251

Production :

ADVENTURE TIME

Sc. 48

Pnl. E

Bg.



day night

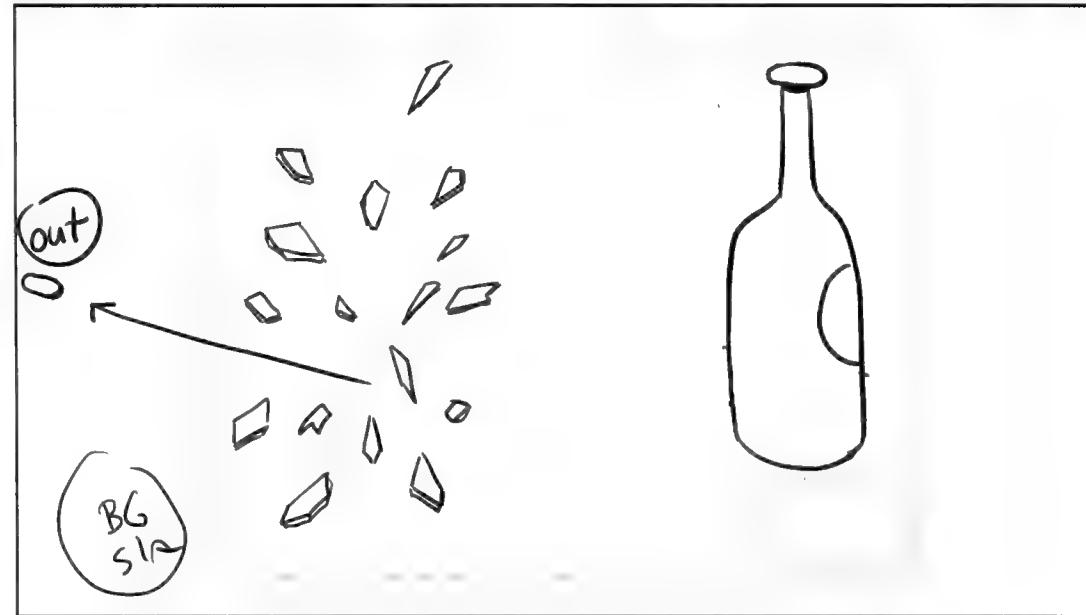
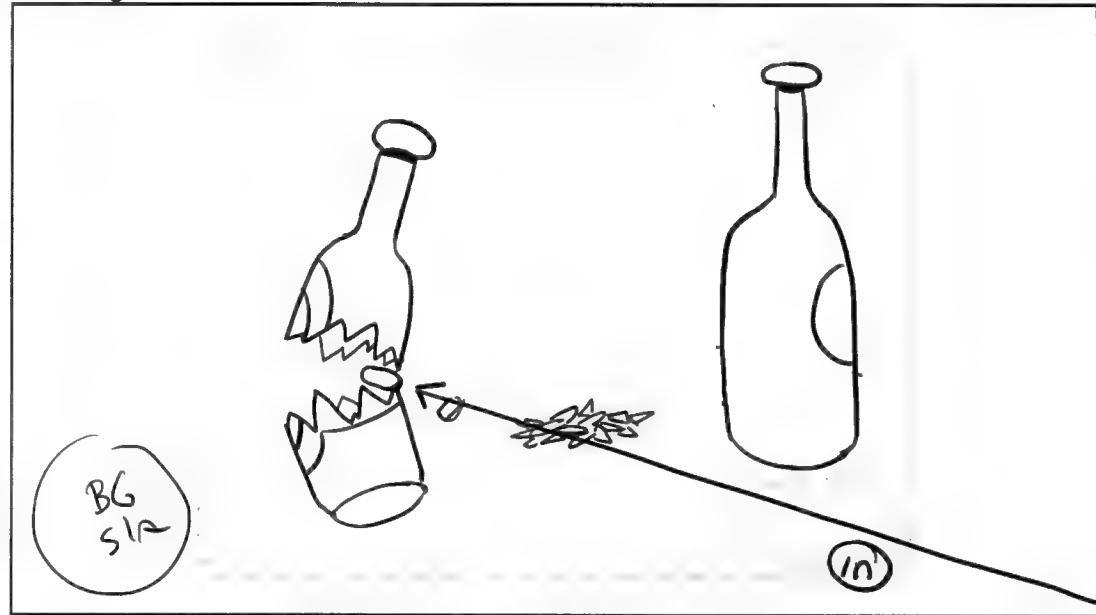
Sc. 48

Pnl. F

Bg.

Page 110

day night



Dialog:

SFX: *CRASH*

Action:

- J. BEAN BREAKS 2ND BOTTLE.

Timing:

EPISODE #

Production :

0142-251

ADVENTURE TIME



Sc. 48

Pnl. G

Bg.

day night

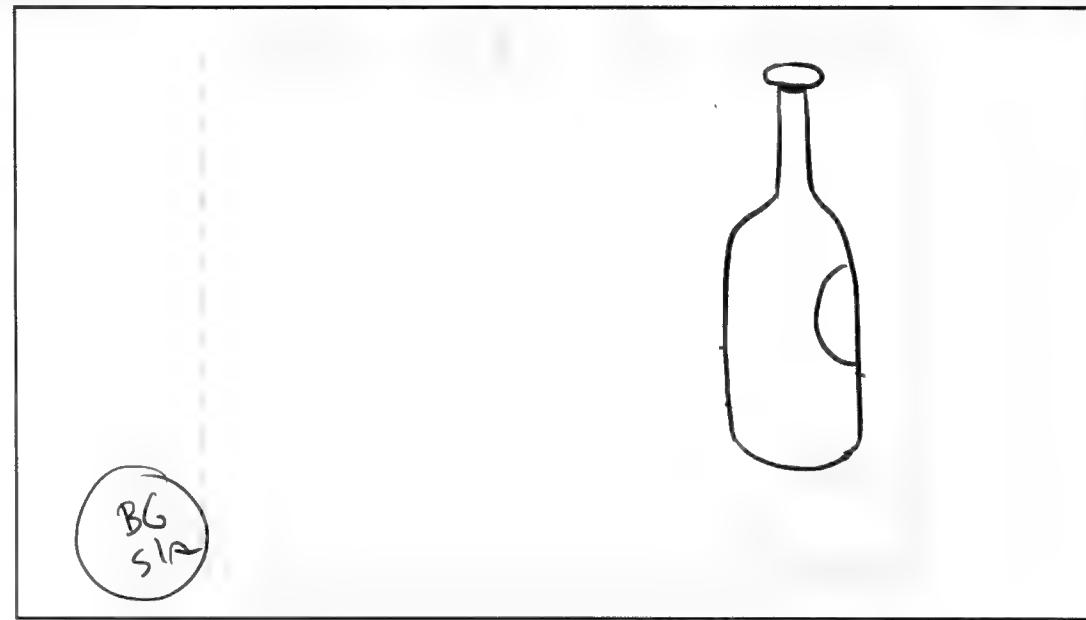
Sc. 48

Pnl. H

Bg.

Page 111

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1042-256

ADVENTURE TIME

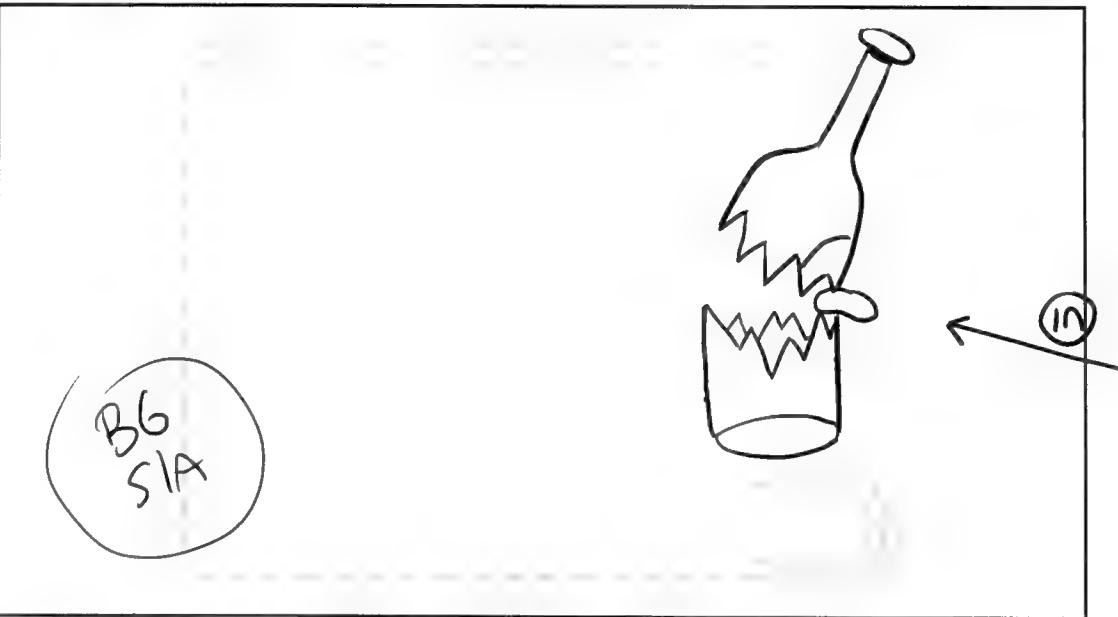


Sc. 48

Pnl. I

Bg.

day night



Sc. 48

Pnl. J

Bg.

day night



Page 112

EPISODE #

1142-251

Production :

Dialog:

SFX: *CRASH*

Action:

- J. BEAN SHATTERS 3RD BOTTLE.

Timing:

ADVENTURE TIME



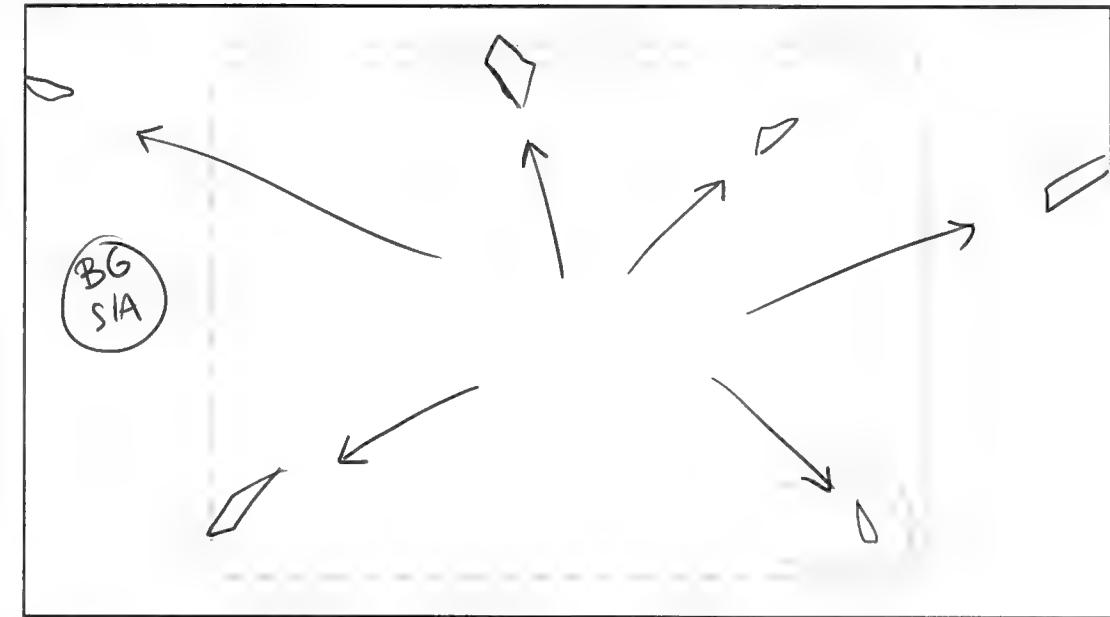
Sc. 48

Pnl. K

Bg.

day night

Page 113

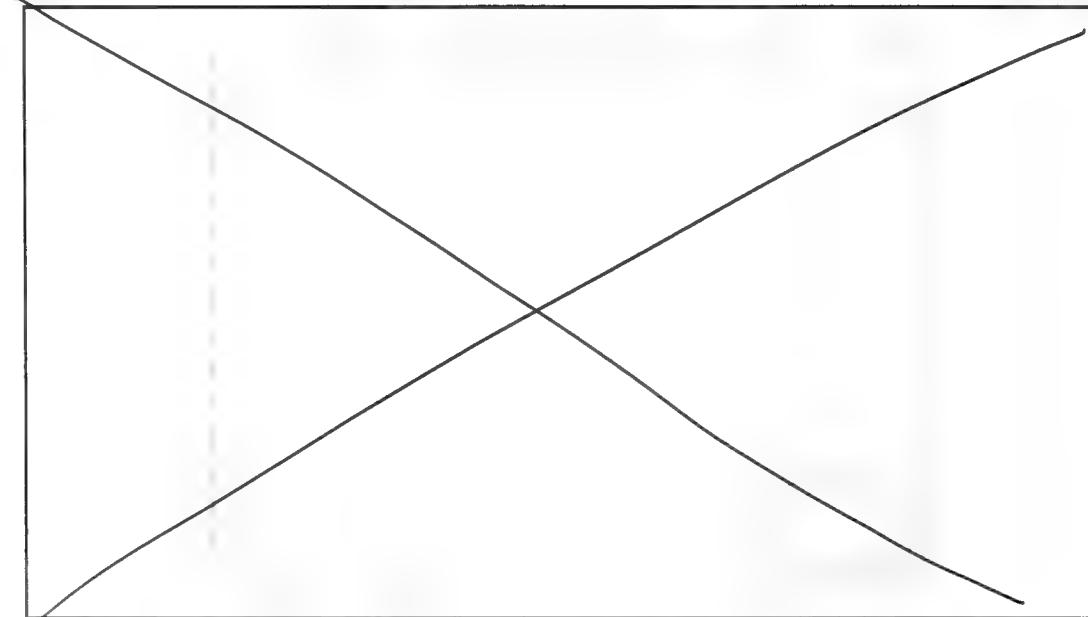


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1042-256

ADVENTURE TIME

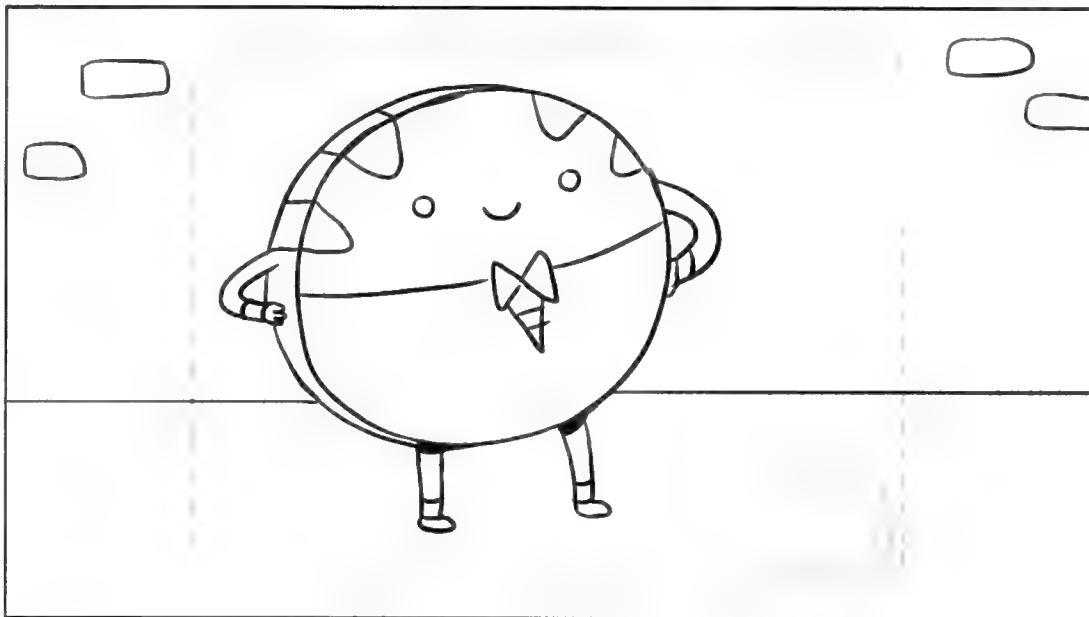


Sc. 49

Pnl. A

Bg.

day night

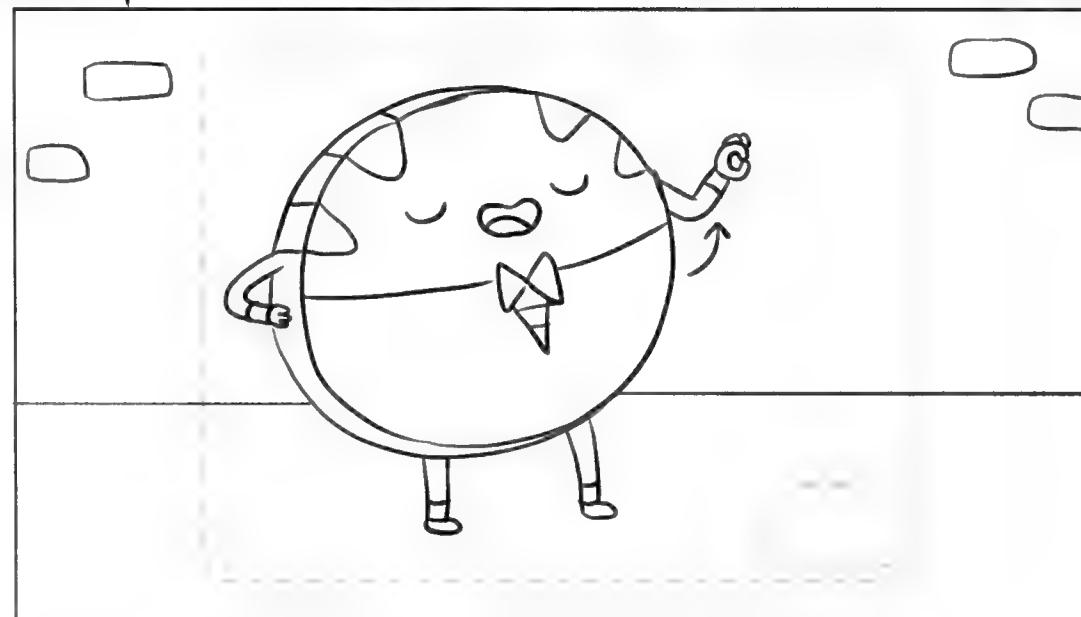


Sc. 49

Pnl. B

Bg.

day night



Page 114

EPISODE #

1042-2b1

Dialog:

PepB: Okay, those were all jellybeans
but still, really good.

Action:

Timing:

Production :

ADVENTURE TIME



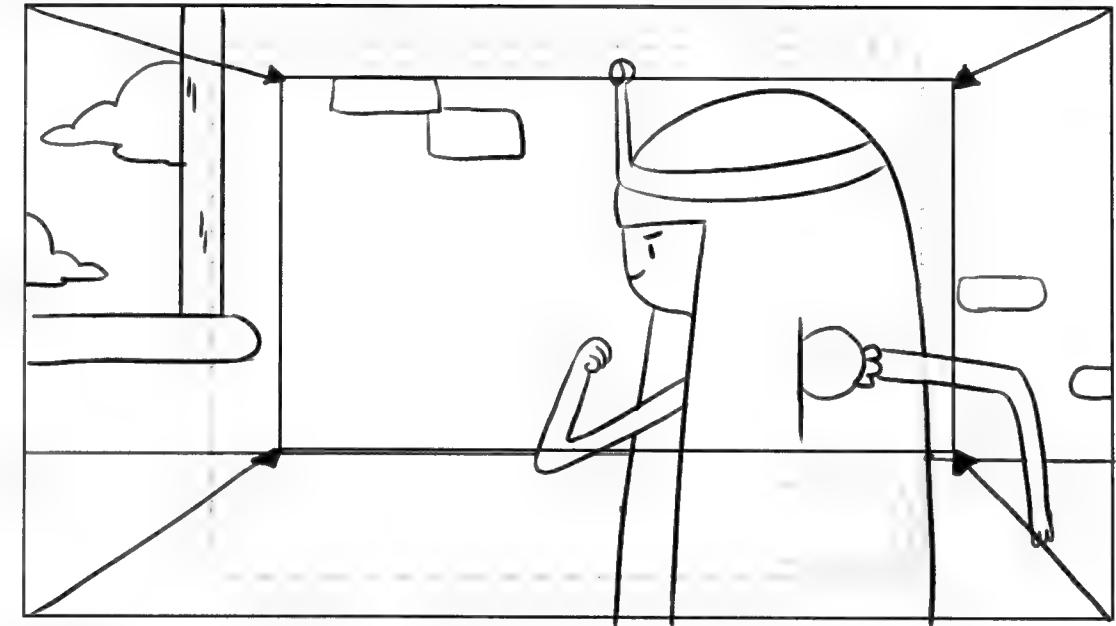
Page 115

Sc. 50

Pnl. A

Bg.

day night

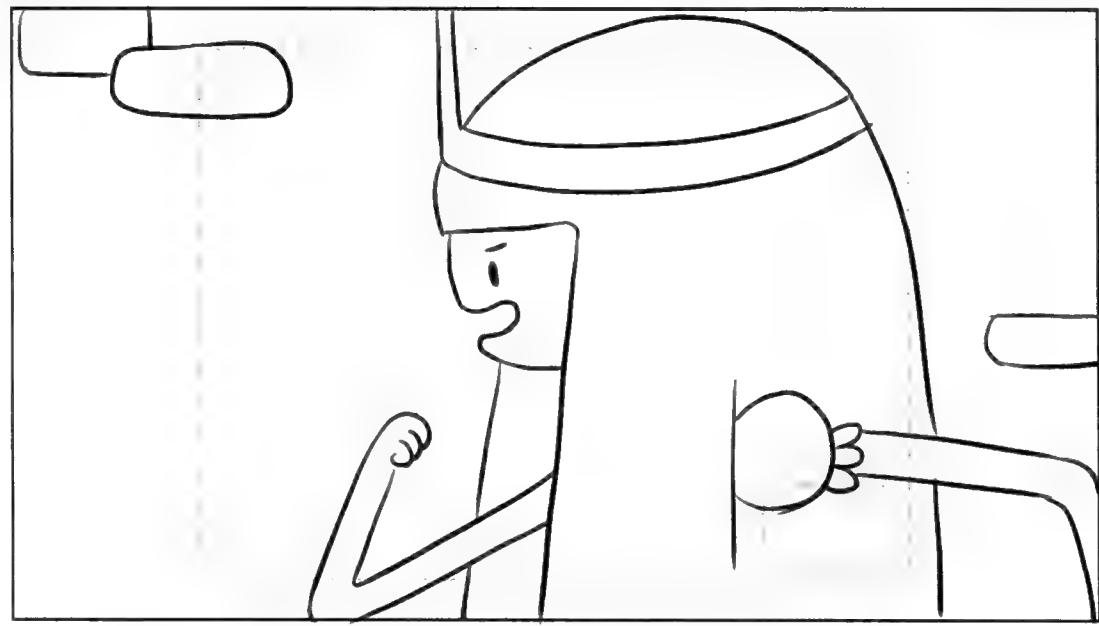


Sc. 50

Pnl. B

Bg.

day night



Dialog:

PB : Call Slime Princess!

Action:

- QUICK TRUCK IN ON PB.

Timing:

EPISODE #

Production :

1142-25t

ADVENTURE TIME



Page 114

Sc. 51

Pnl. A

Bg.

day night

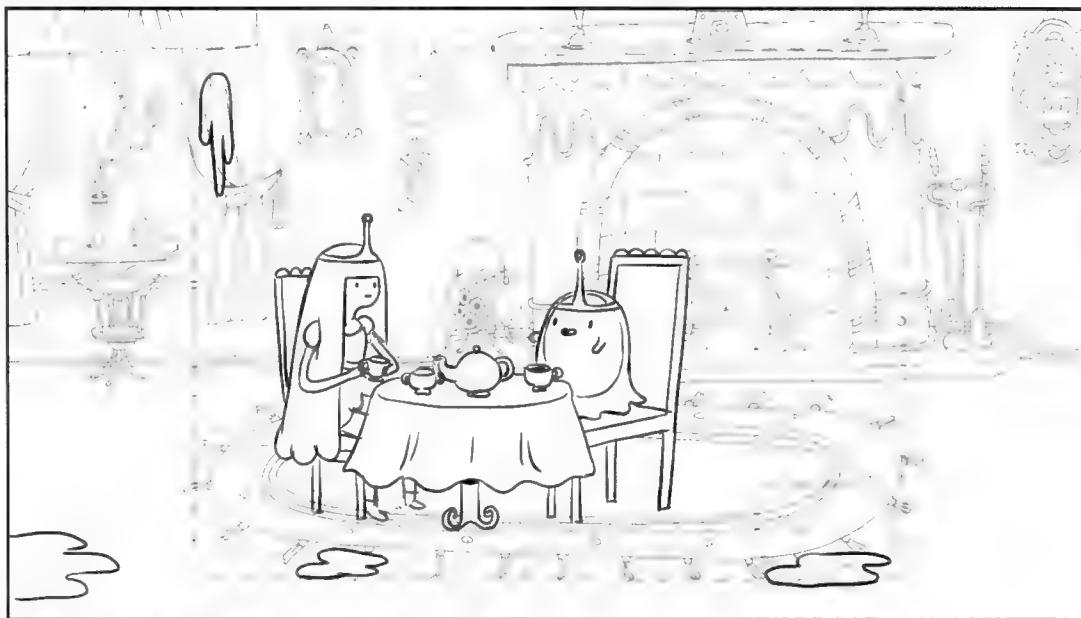


Sc. 52

Pnl. A

Bg.

day night



Dialog:

SFX: * SPRRT - SPRRT

SP: ^(o/s) HA HA HA!

SP: ... and everyone was cheering so much
for me ...

Action:

Timing:

EPISODE # 042-2b1

Production :

ADVENTURE TIME

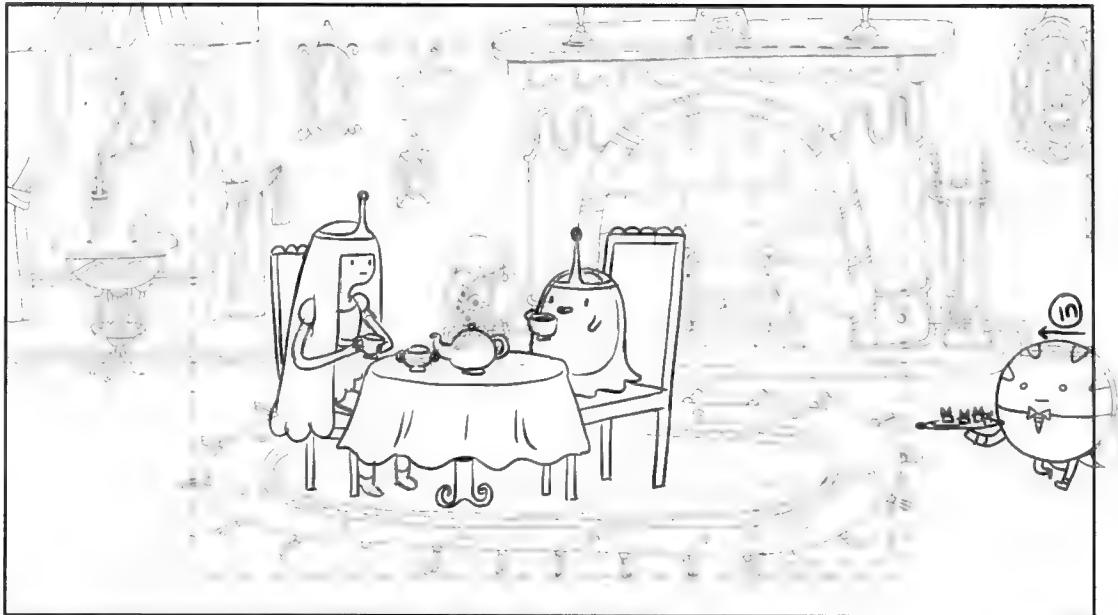


Sc. 52

Pnl. B

Bg.

day night

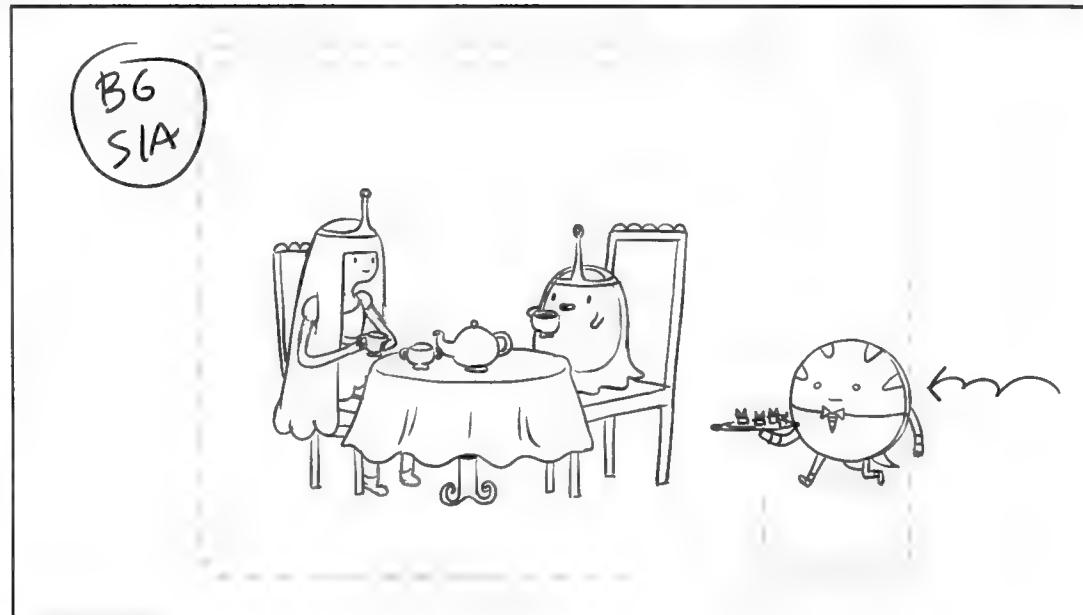


Sc. 52

Pnl. C

Bg.

day night



Dialog:

SP: I was like, 'applaud quieter' --

Action:

- PEP BUT WALKS ON/S CARRYING TRAY.

Timing:

Production :

EPISODE # 1042-2b1

Page 117

ADVENTURE TIME



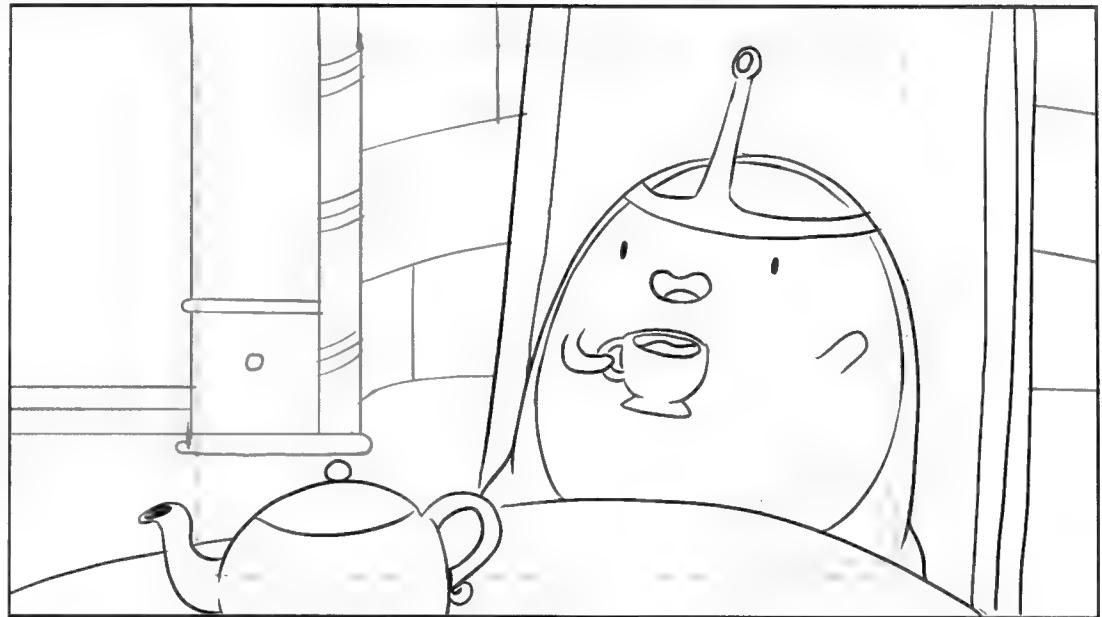
Page 118

Sc. 53

Pnl. A

Bg.

day night



Sc. 53

Pnl. B

Bg.

day night



Dialog:

SP : HEH HEH HEH...

SP : You kno'?

Action:

-SP SHOOTS SLIME OFF/S.

Timing:

Production :

042-251

EPISODE #

ADVENTURE TIME



Page 119

Sc. 54

Pnl. A

Bg.

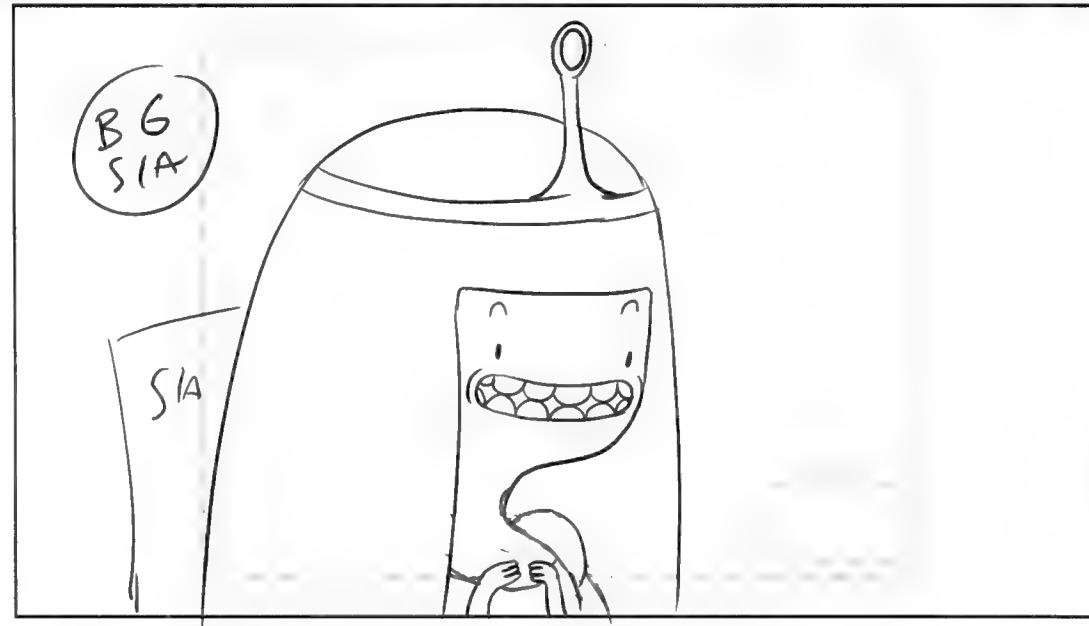
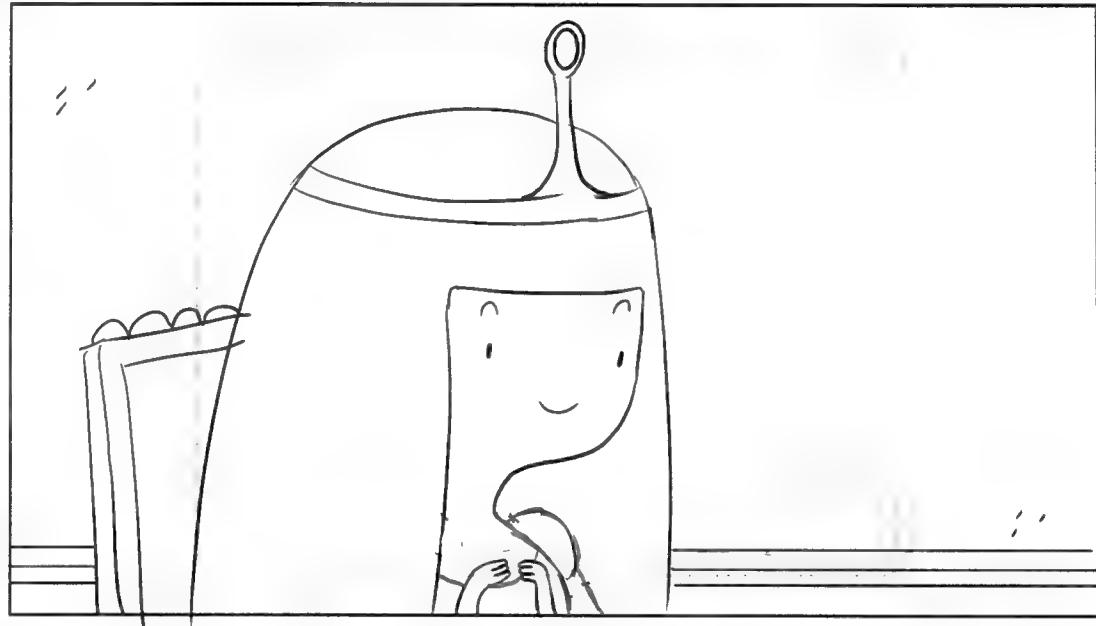
day night

Sc. 54

Pnl. B

Bg.

day night



Dialog:

PB: That's nice... how about some sugar for your tea?

Action:

Timing:

EPISODE # : Production :

ADVENTURE TIME



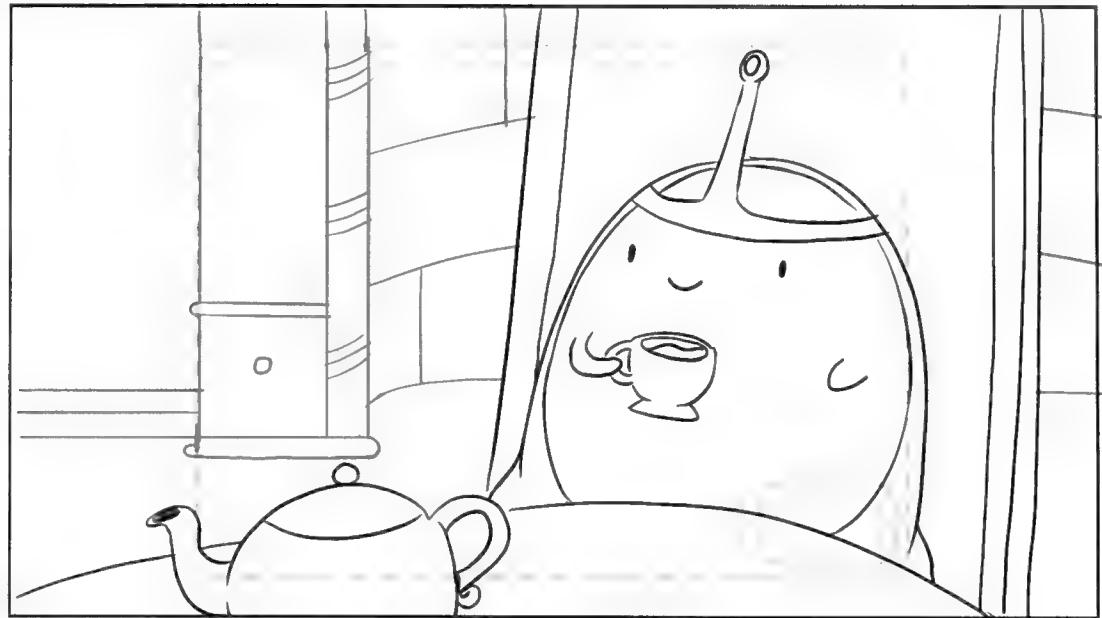
Page 120

Sc. 55

Pnl. A

Bg.

day night

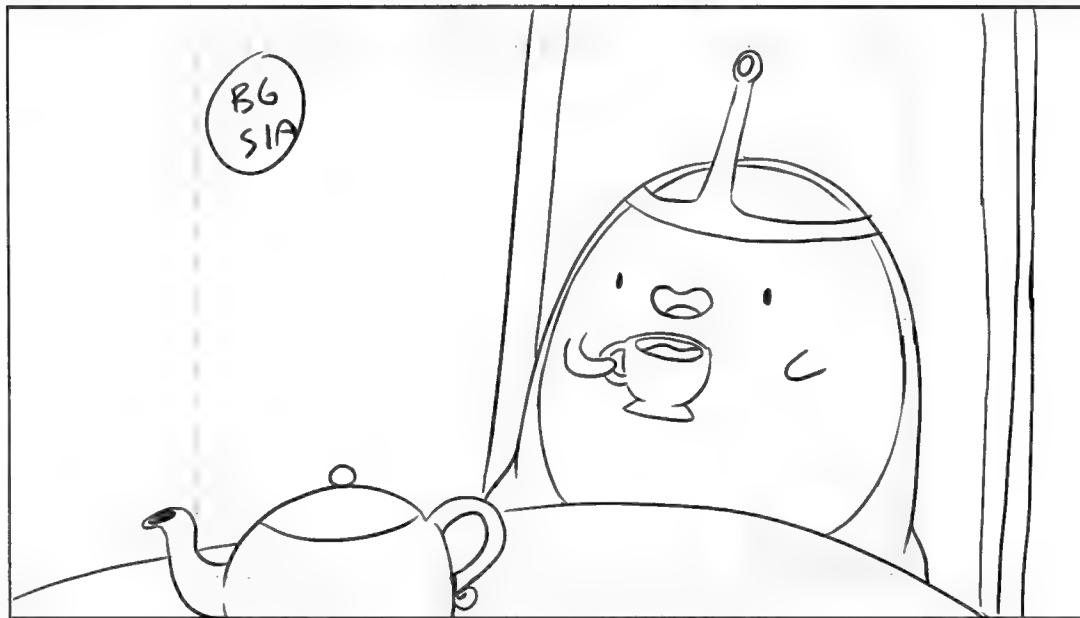


Sc. 55

Pnl. B

Bg.

day night



Dialog:

SP : Uh yeah, sure!

Action:

Timing:

Production :

EPISODE #

1042-251

ADVENTURE TIME

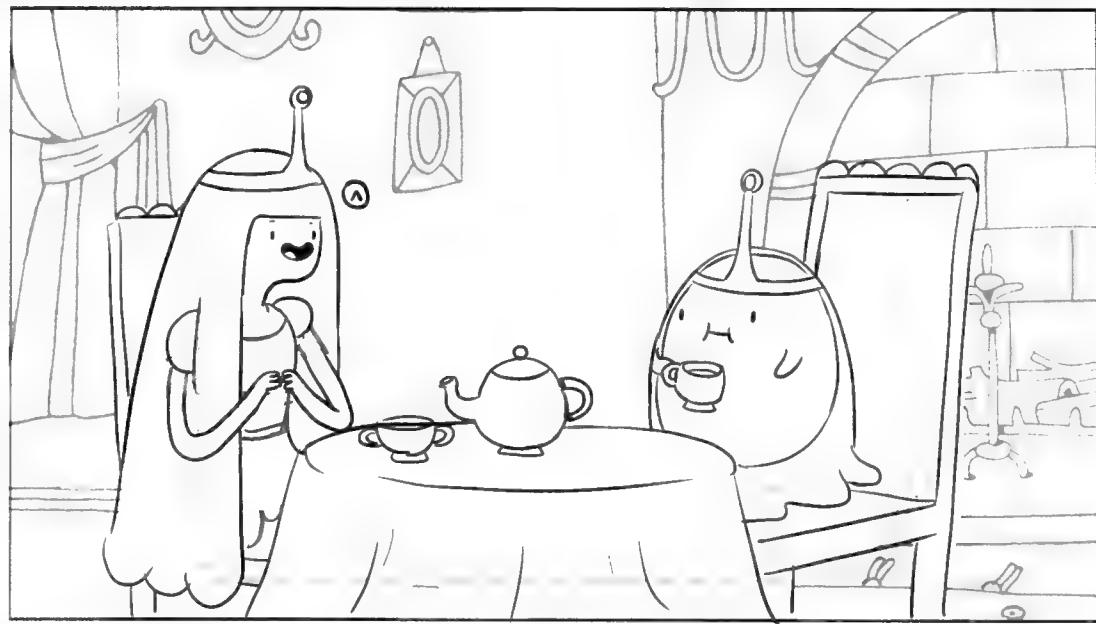


Sc. 56

Pnl. A

Bg.

day night

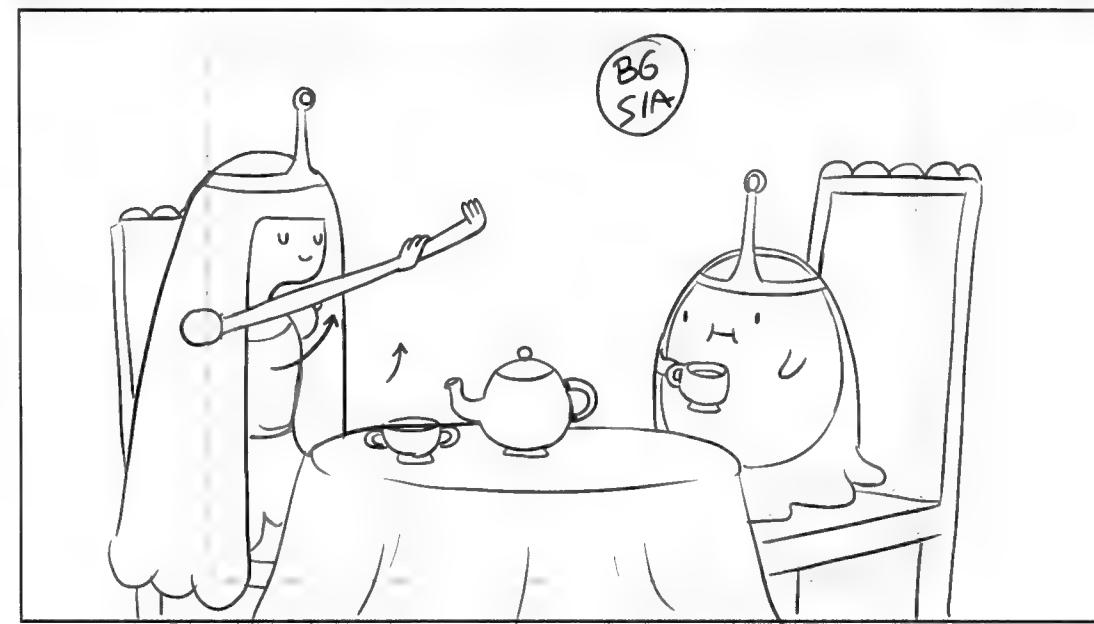


Sc. 56

Pnl. B

Bg.

day night



Dialog:

PB: ALLOW ME!

Action:

Timing:



Production :

EPISODE #

1042-251

Page 121

ADVENTURE TIME

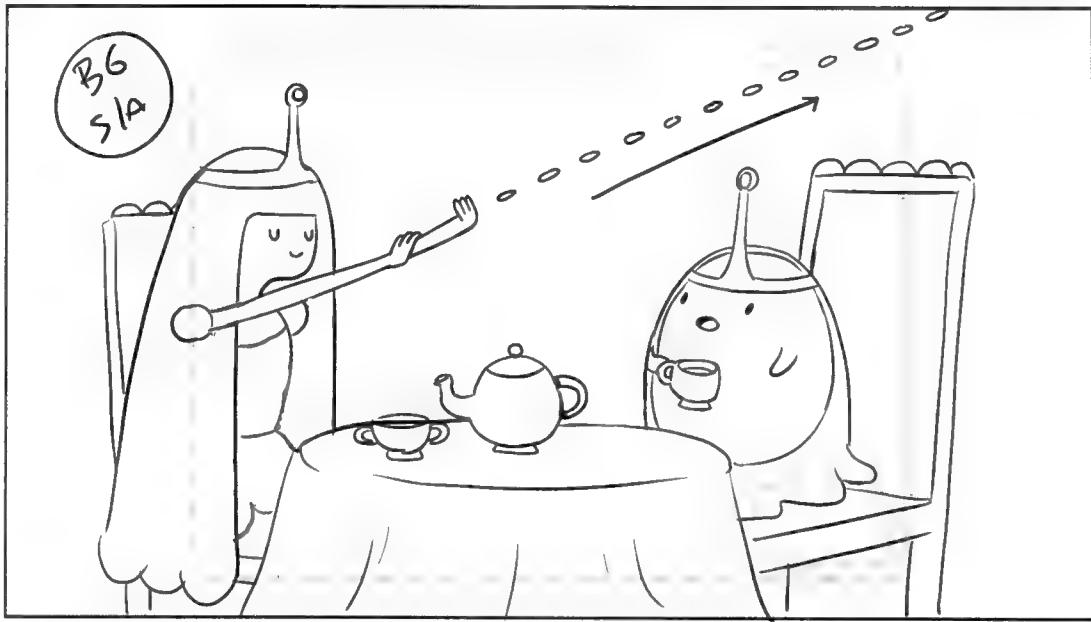


Sc. 56

Pnl. C

Bg.

day night

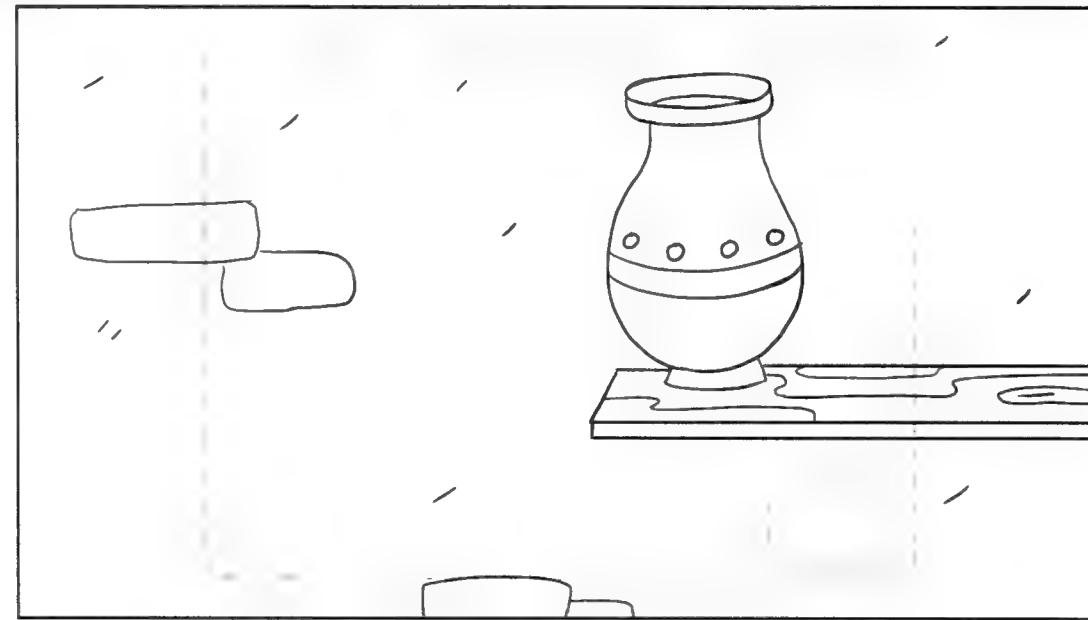


Sc. 57

Pnl. A

Bg.

day night



Page 122

Dialog:

SFX: *PLBBBBT*

Action:

- PB SHOOTS A STEADY STREAM OF JELLYBEANS FROM LEFT PALM.

Timing:

Production :

1042-251

EPISODE #

ADVENTURE TIME

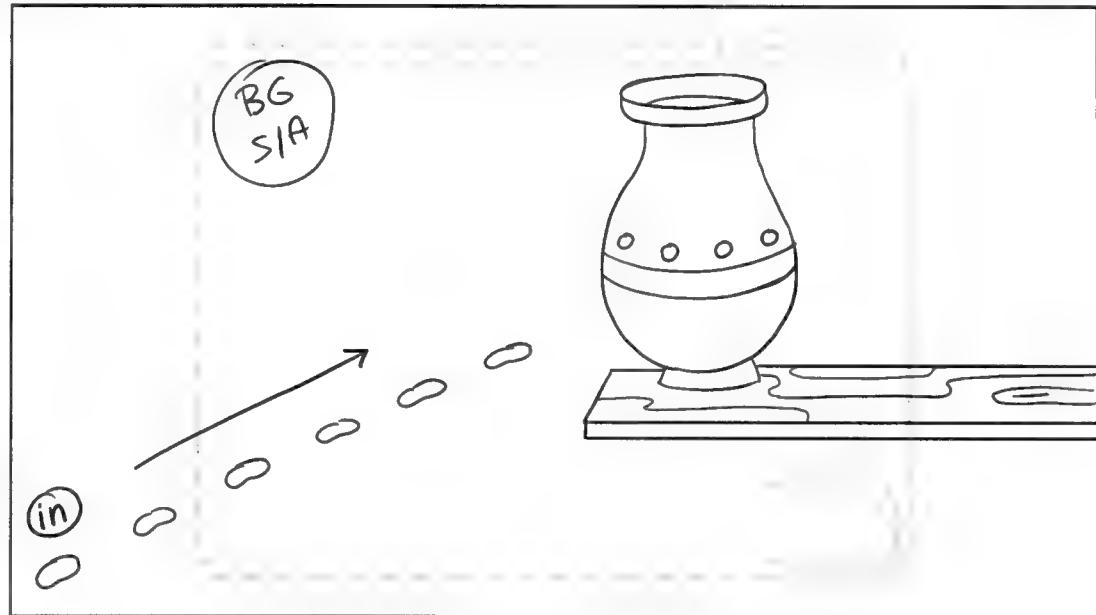


Sc. 57

Pnl. B

Bg.

day night

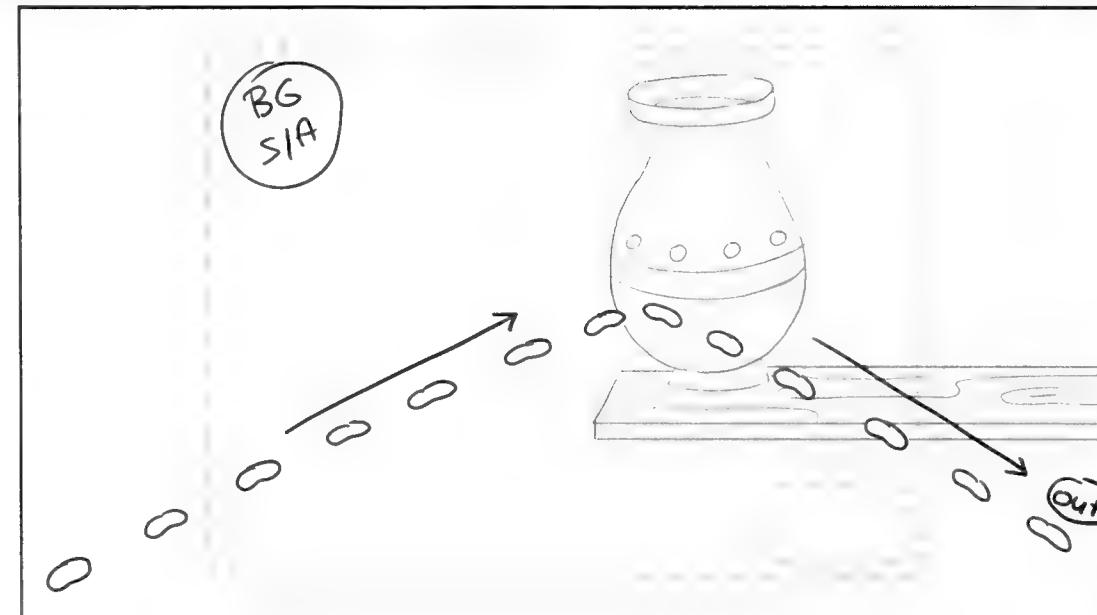


Sc. 57

Pnl. C

Bg.

day night



Page 123

EPISODE #

Production :

11142-251

Dialog:

Action:

- J. BEANS RICOCHET OFF OF VASE.

Timing:

ADVENTURE TIME



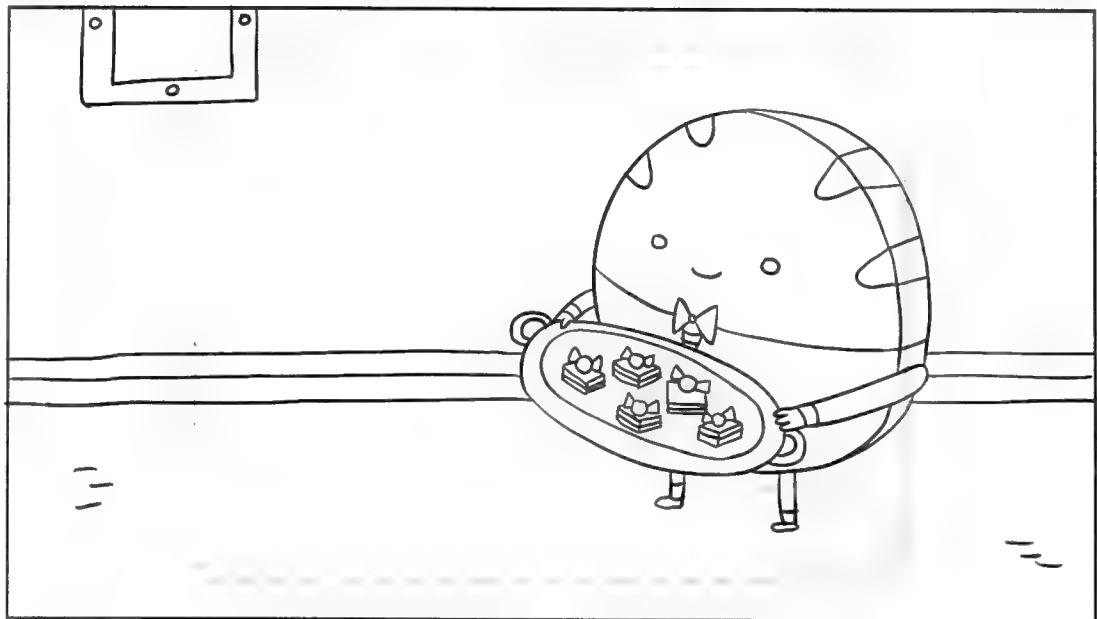
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

Sc. 58

Pnl. A

Bg.

day night

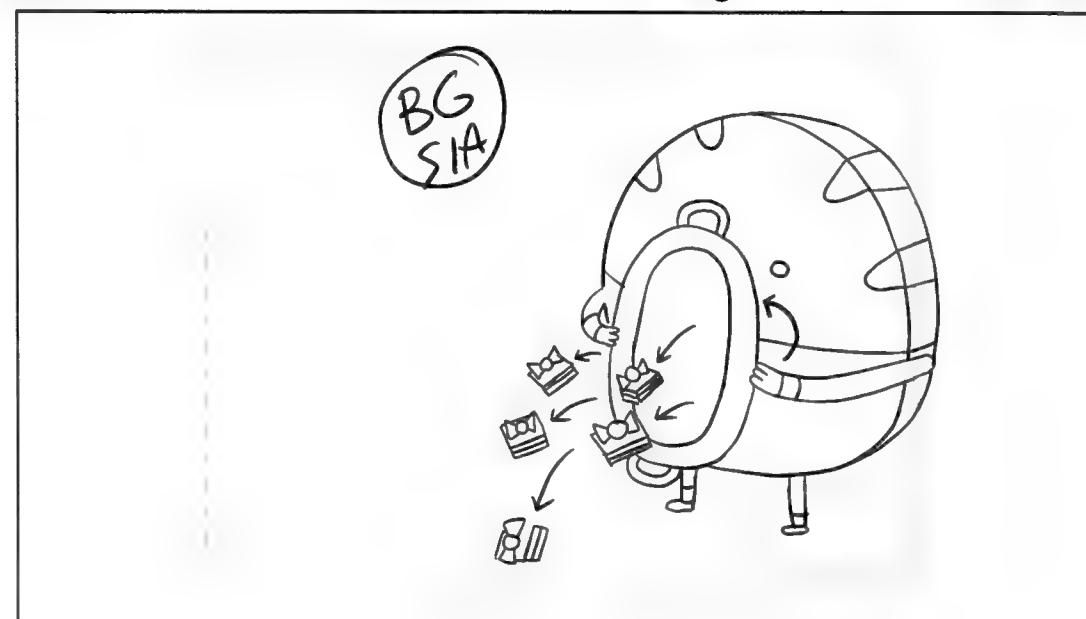


Sc. 58

Pnl. B

Bg.

day night



Dialog:

Action:

- PEP BUT FLIPS UP TRAY.

Timing:

Production :

EPISODE #

1042-251

Page 124

ADVENTURE TIME

Sc. 58

Pnl. C

Bg.



day night

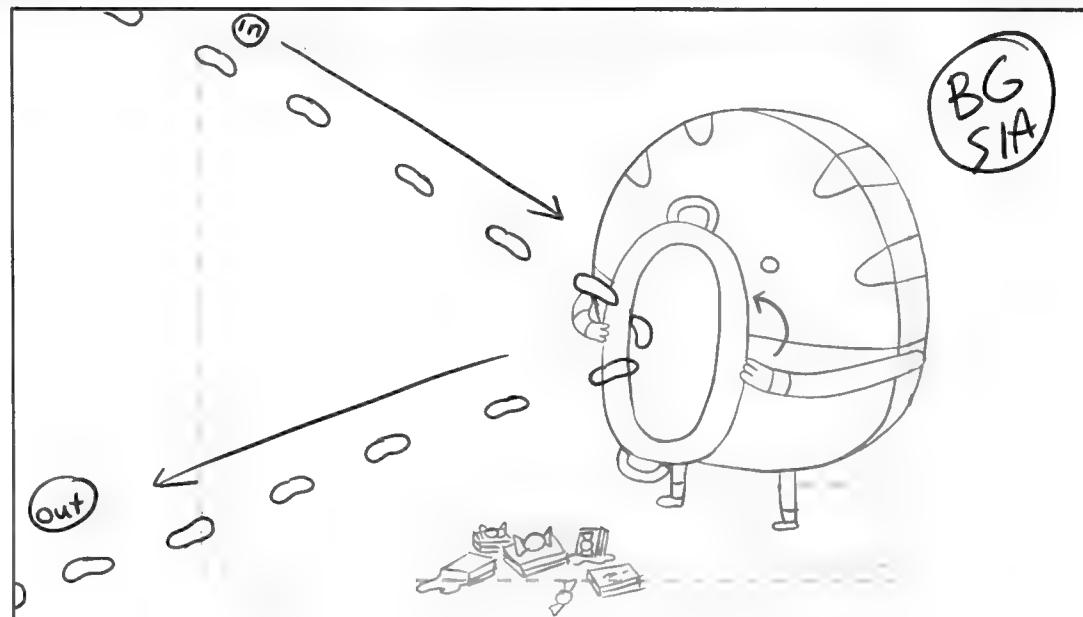
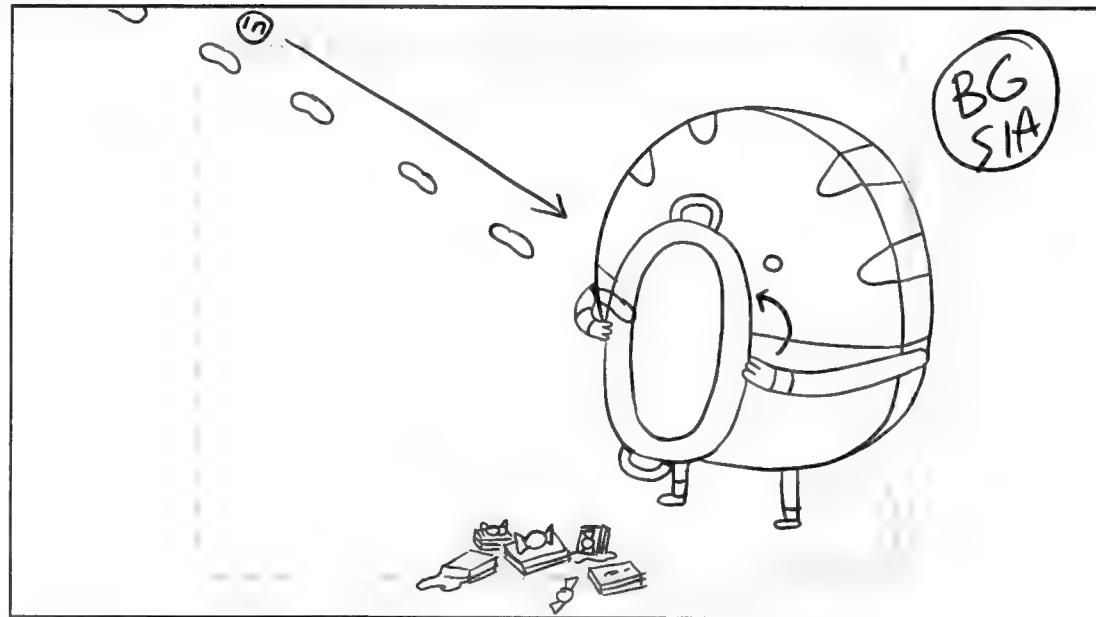
Sc. 58

Pnl. D

Bg.

Page 125

day night



Dialog:

Action:

- HORS D'OEUVRES FALL TO GROUND.

- J. BEANS RICOCHET OFF OF TRAY.

Timing:

EPISODE #

Production :

11142-2b1

ADVENTURE TIME

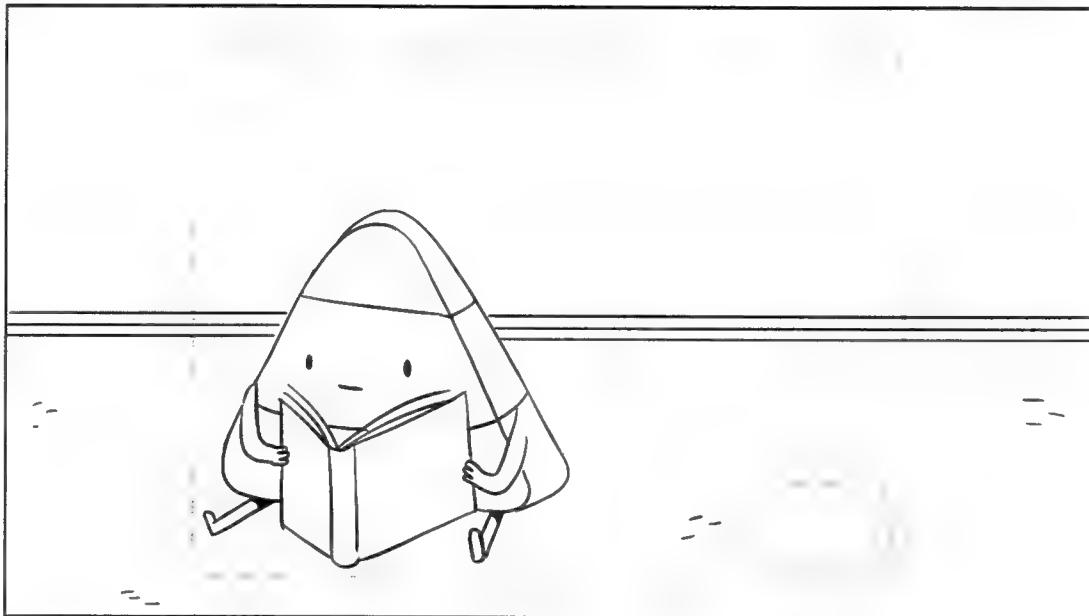


Sc. 59

Pnl. A

Bg.

day night



Sc. 59

Pnl. B

Bg.

day night



Page 126

EPISODE #

Production :

1142-250

Dialog:

Action:

Timing:

ADVENTURE TIME



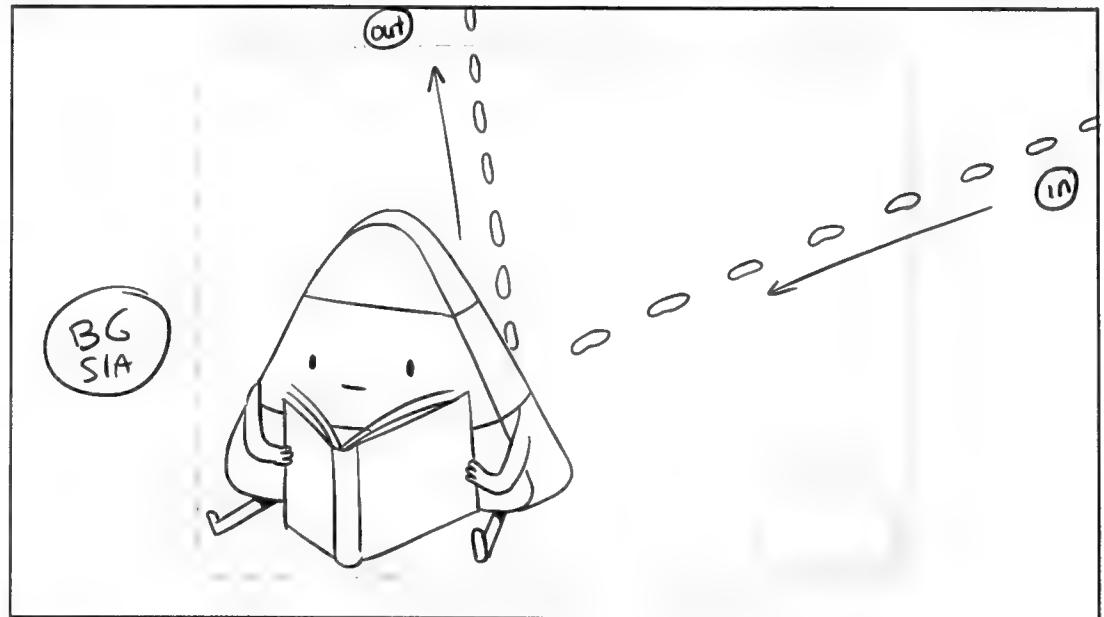
Page 127

Sc. 59

Pnl. C

Bg.

day night

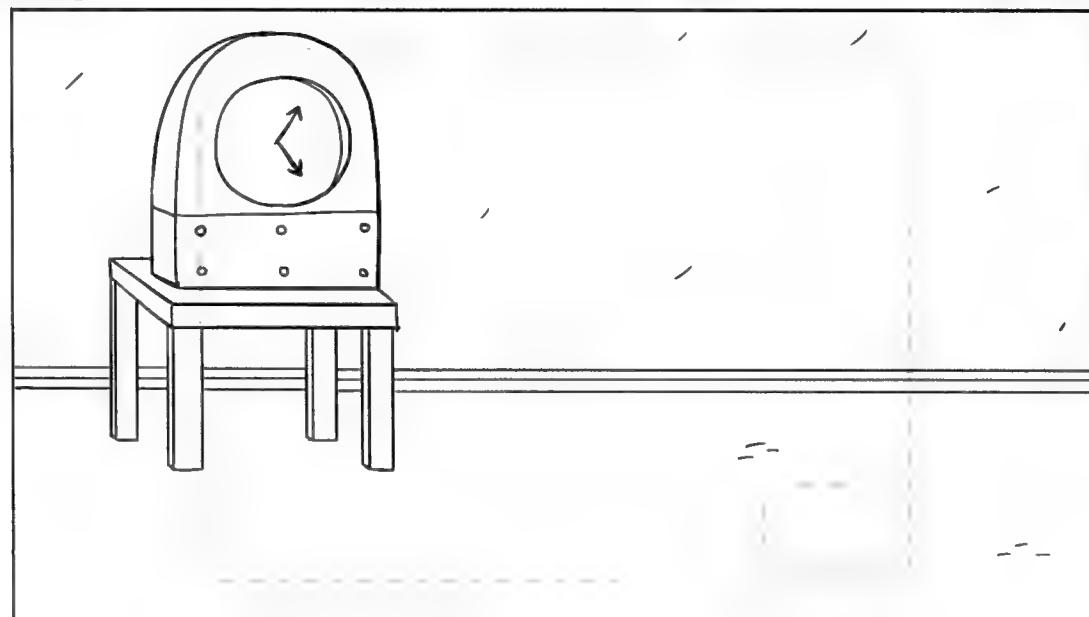


Sc. 60

Pnl. A

Bg.

day night



Dialog:

Action:

- JELLYBEANS RICOCHET OFF OF
TRIANGULAR CANDY PERSON.

Timing:

Production :

1042-250

EPISODE #

ADVENTURE TIME



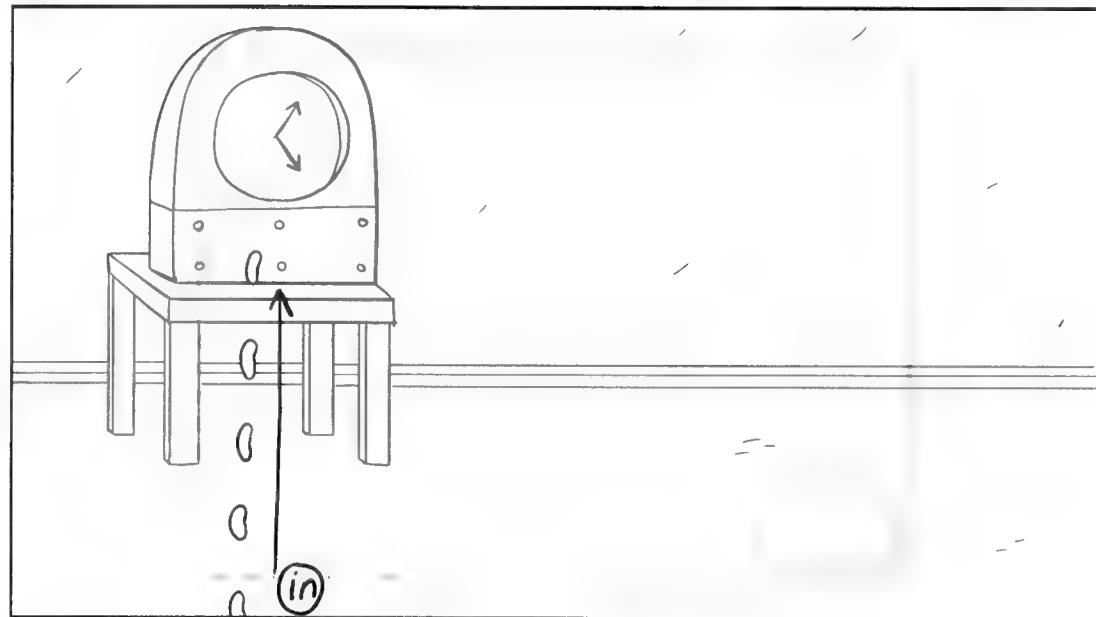
Sc. 60

Pnl. B

Bg.

day night

Page 128

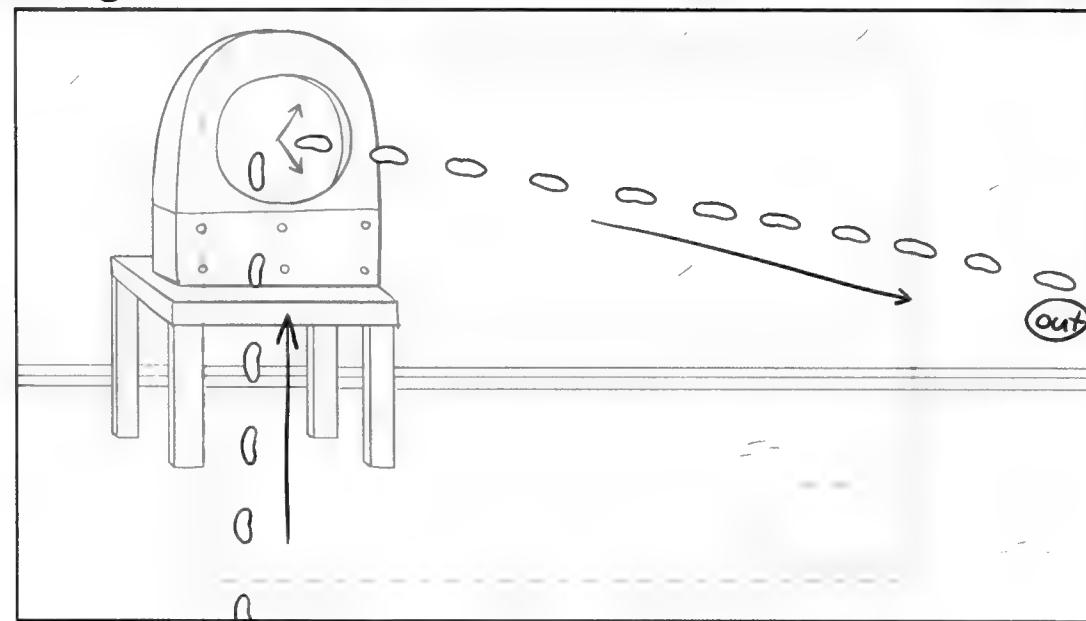


Sc. 60

Pnl. C

Bg.

day night



Dialog:

Action:

- JELLY BEANS RICOCHET OFF OF CLOCK.

Timing:

Production :

EPISODE # 1042-250

ADVENTURE TIME



Sc. 61

Pnl. A

Bg.

day night

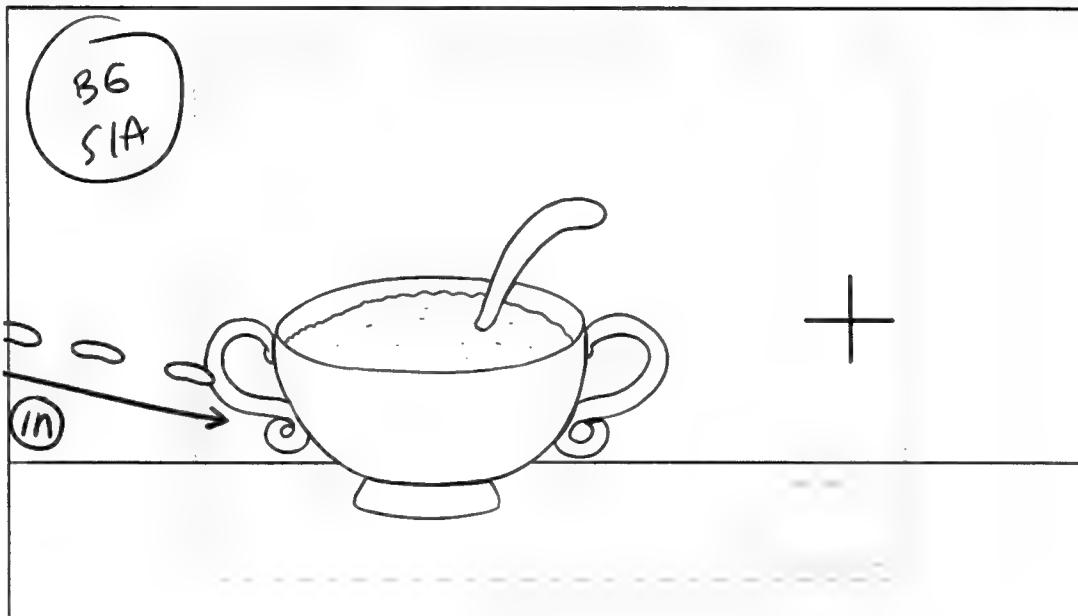
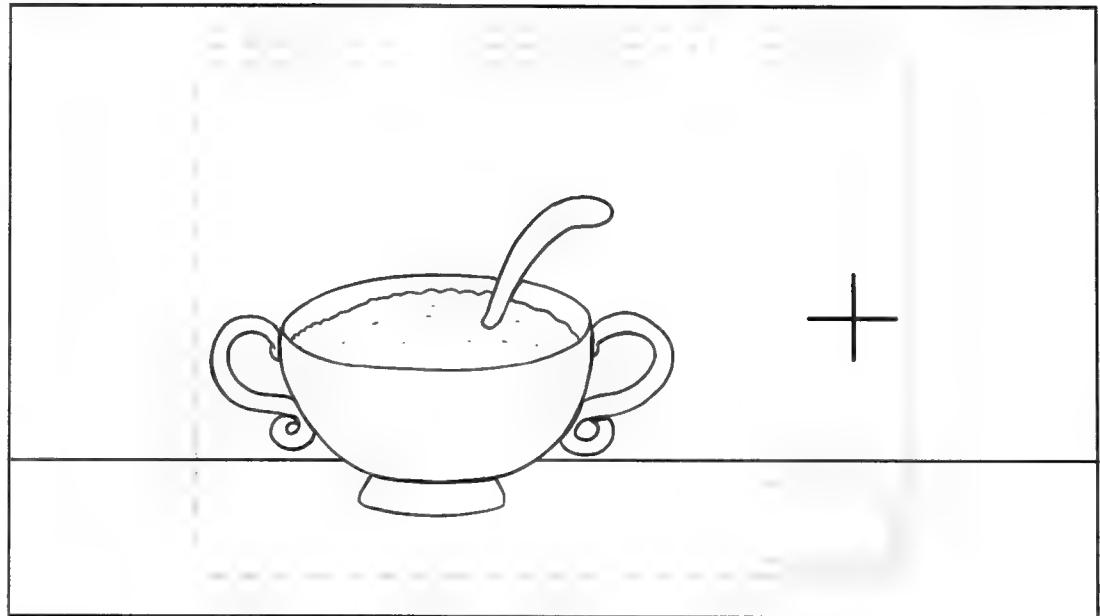
Sc. 61

Pnl. B

Bg.

Page 129

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1042-256

ADVENTURE TIME

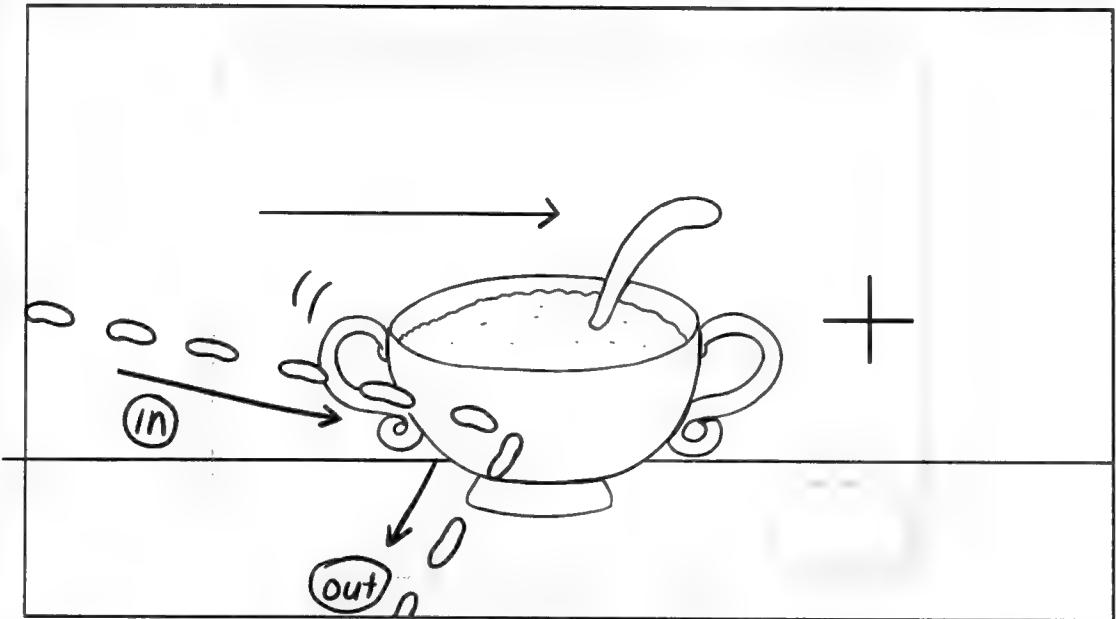


Sc. 61

Pnl. C

Bg.

day night



Sc. 62

Pnl. A

Bg.

day night



Page 130

Dialog:

SFX: * FT-FT-FT-FT- FT-FT-FT - FT . FT- FT *

Action:

- Sugar bowl moves slowly across the table

Timing:

ADVENTURE TIME

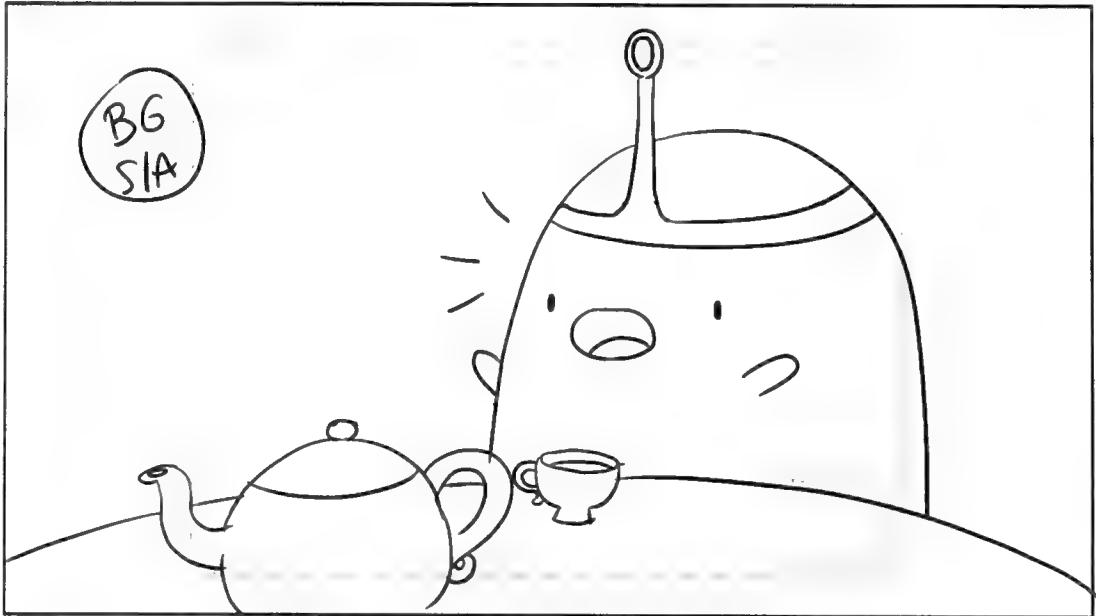


day night

Sc. 62

Pnl. B

Bg.

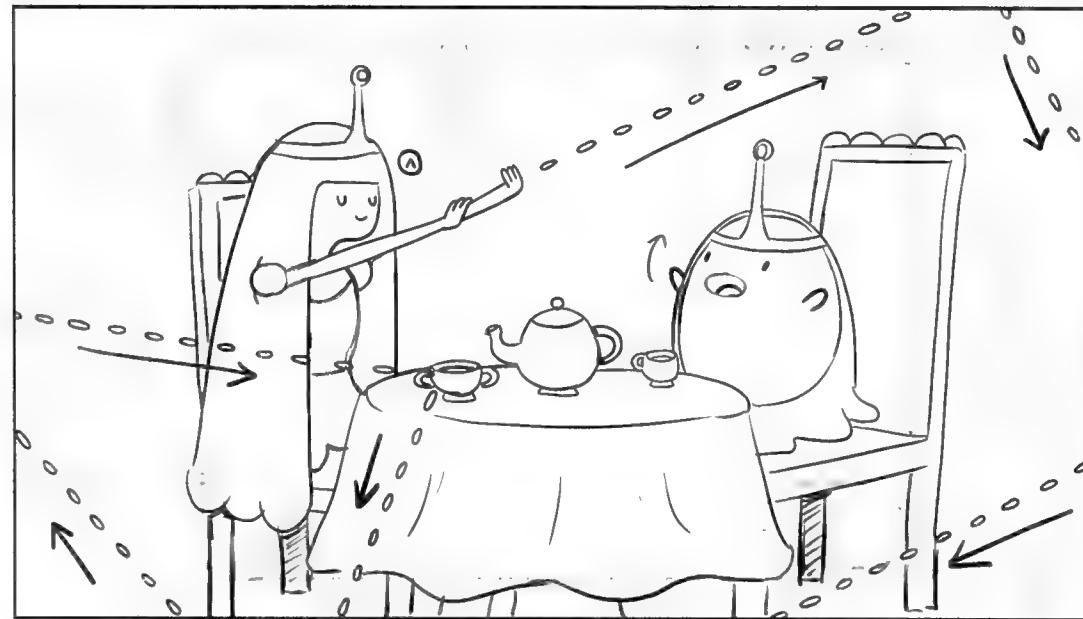


Sc. 63

Pnl. A

Bg.

day night



Page 131

EPISODE #

1042-256

Production :

Dialog:

SP: By the beard of Elder Plops!

Action:

- JELLY BEAN STREAMS CONTINUE.

Timing:

ADVENTURE TIME



Sc. 64

Pnl. A

Bg.

day night

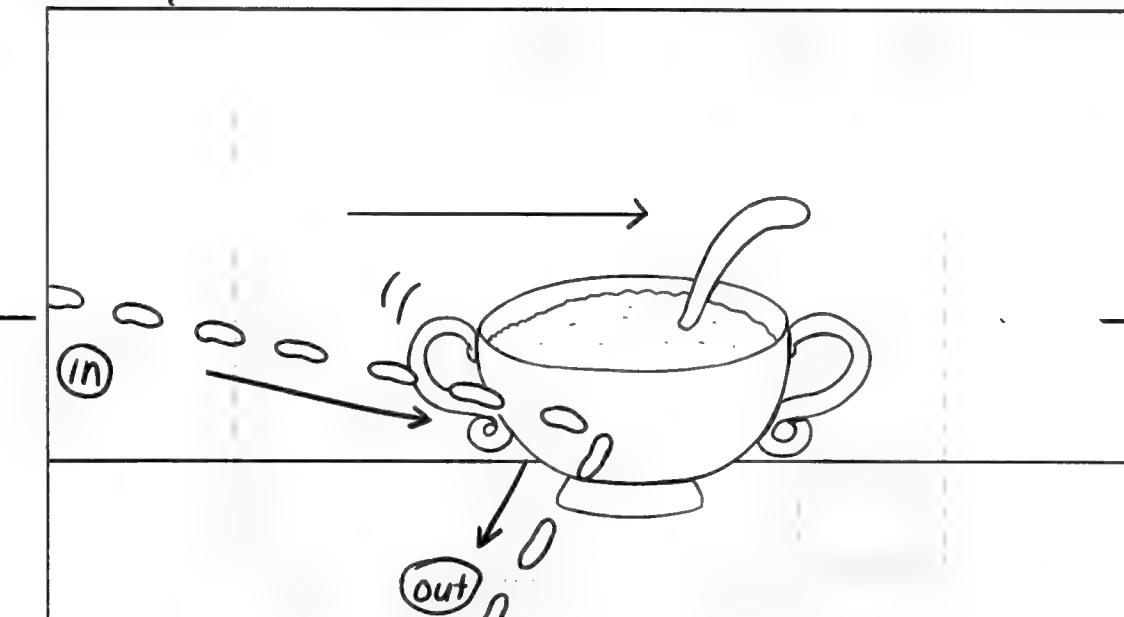
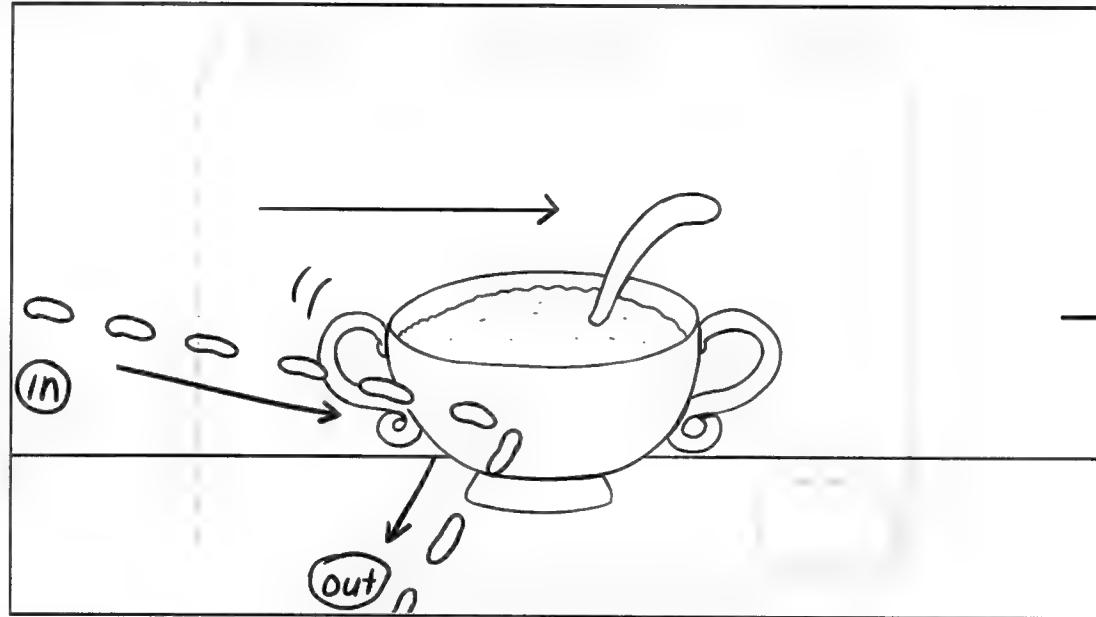
Sc. 64

Pnl. B

Bg.

Page 132

day night



Dialog:

Action:

- SUGAR BOWL MOVING VERY SLOWLY ACROSS TABLE.

Timing:

Production :

EPISODE #

1042-256

ADVENTURE TIME

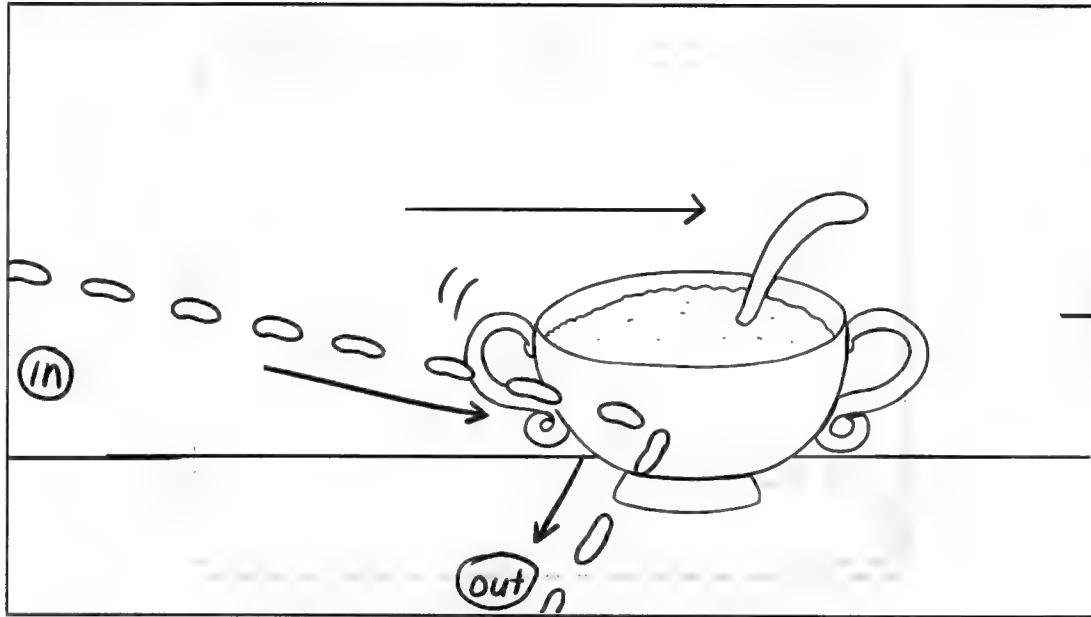


day night

Sc. 64

Pnl. C

Bg.

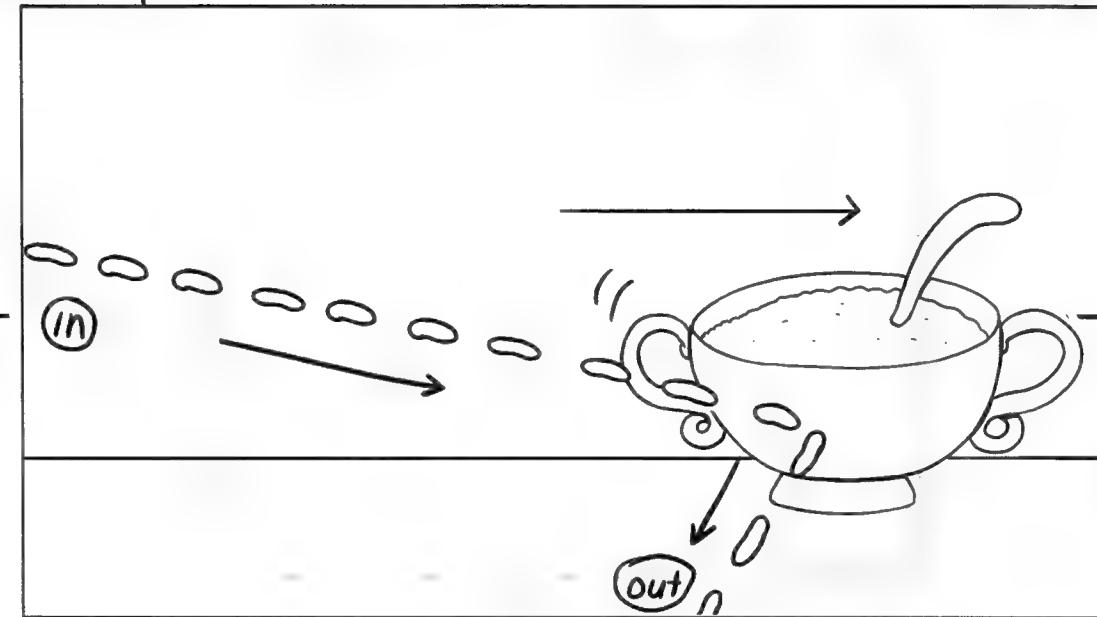


Sc. 64

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

ADVENTURE TIME



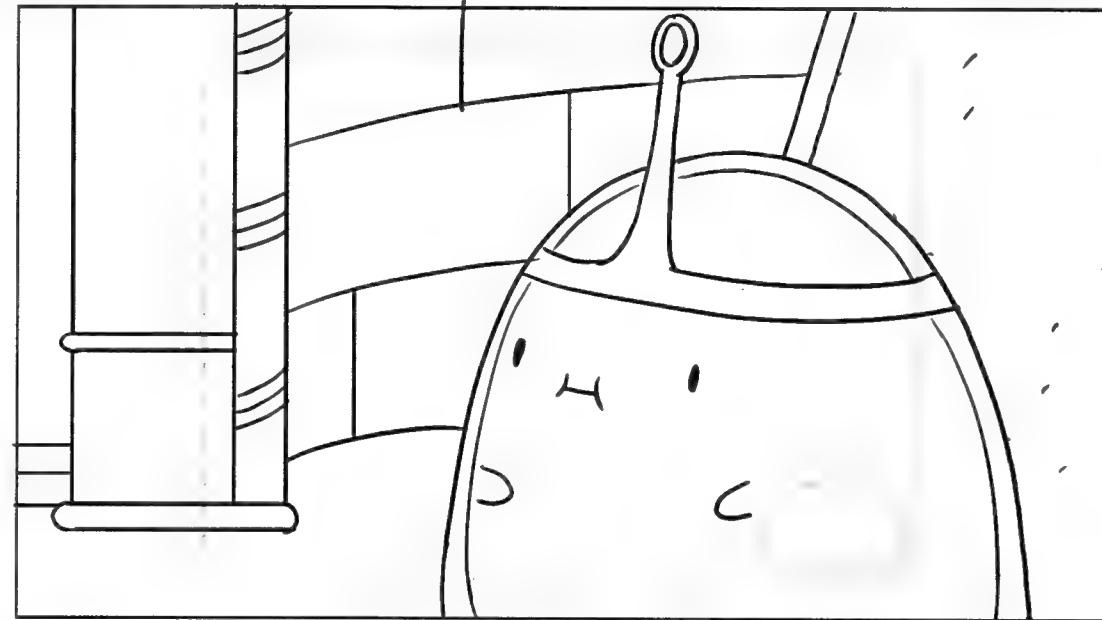
Page 134

Sc. 65

Pnl. A

Bg.

day night

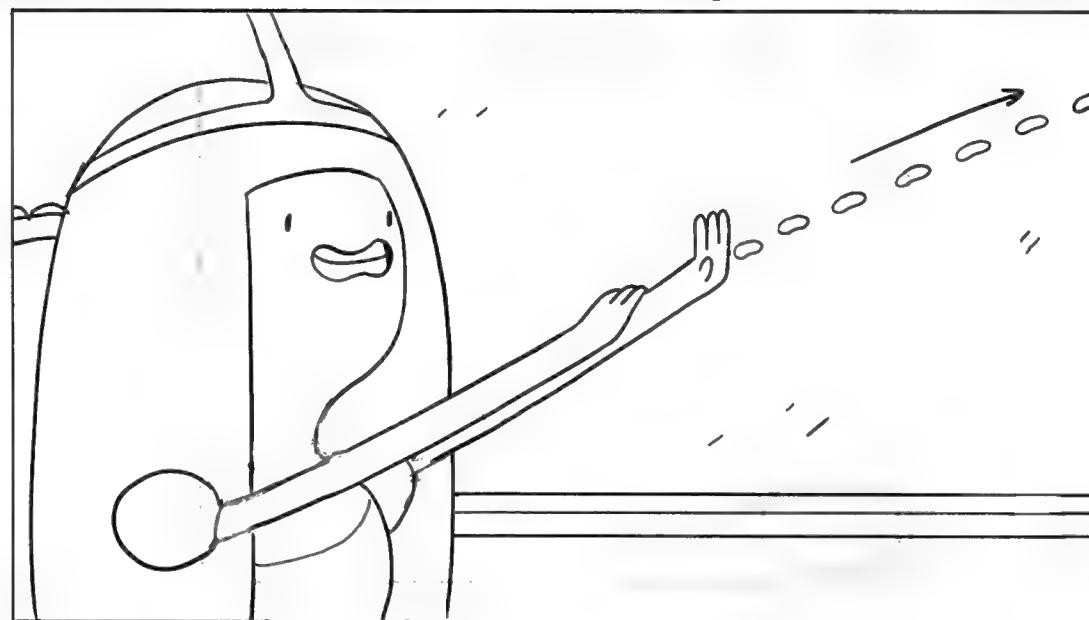


Sc. 66

Pnl. A

Bg.

day night



Dialog:

SFX:

* SOUND OF Jellybeans hitting the sugar bowl. *

Action:

Timing:

EPISODE #

Production :

1042-25C

ADVENTURE TIME

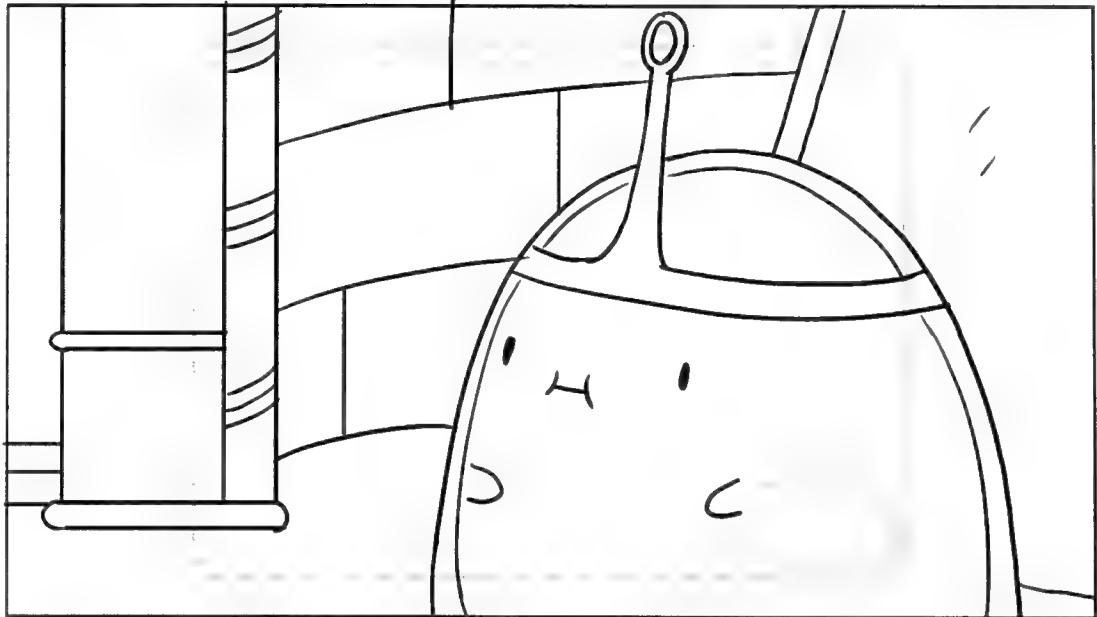


Sc. 67

Pnl. A

Bg.

day night

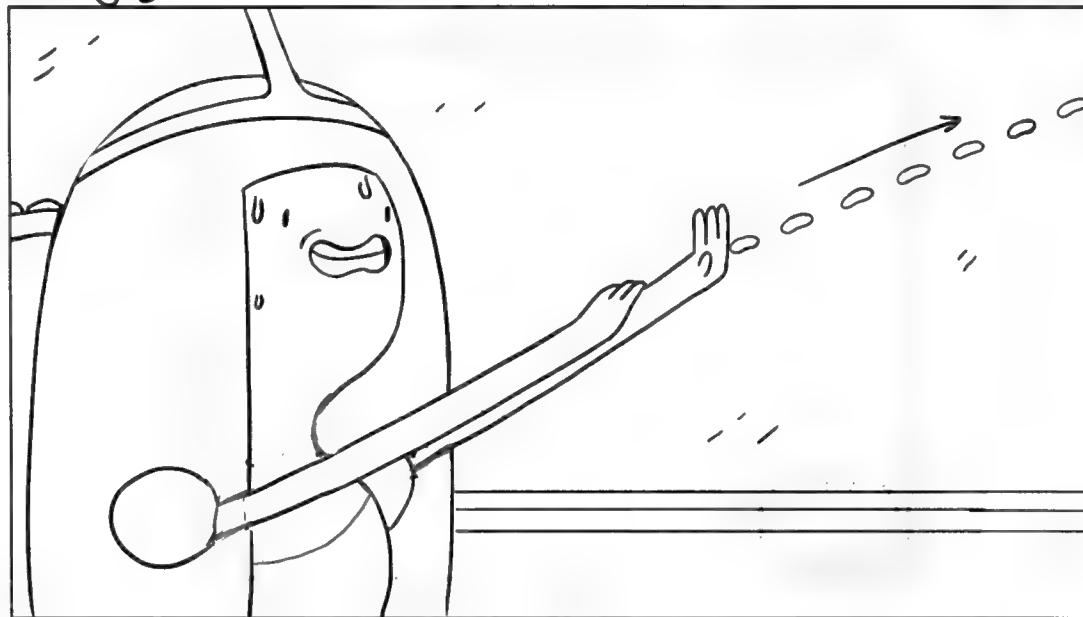


Sc. 68

Pnl. A

Bg.

day night



Page 135

Dialog:

SFX: * SOUND OF Jellybeans hitting the sugar bowl. *

Action:

- PB starts getting tired

Timing:

Production :

1042-256

EPISODE #

ADVENTURE TIME

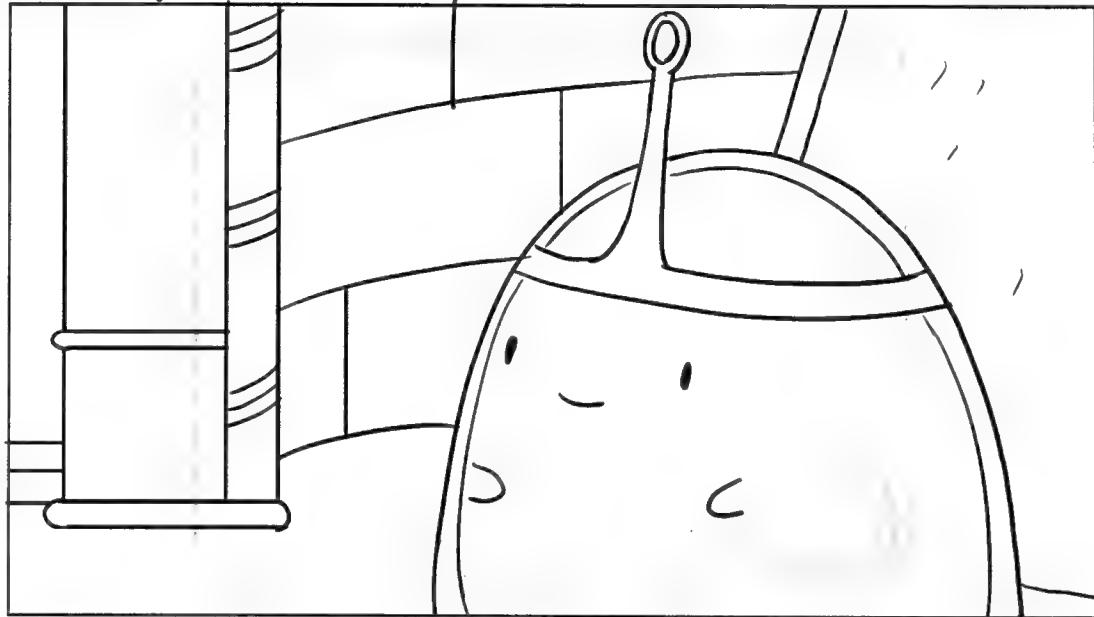


Sc. 69

Pnl. A

Bg.

day night

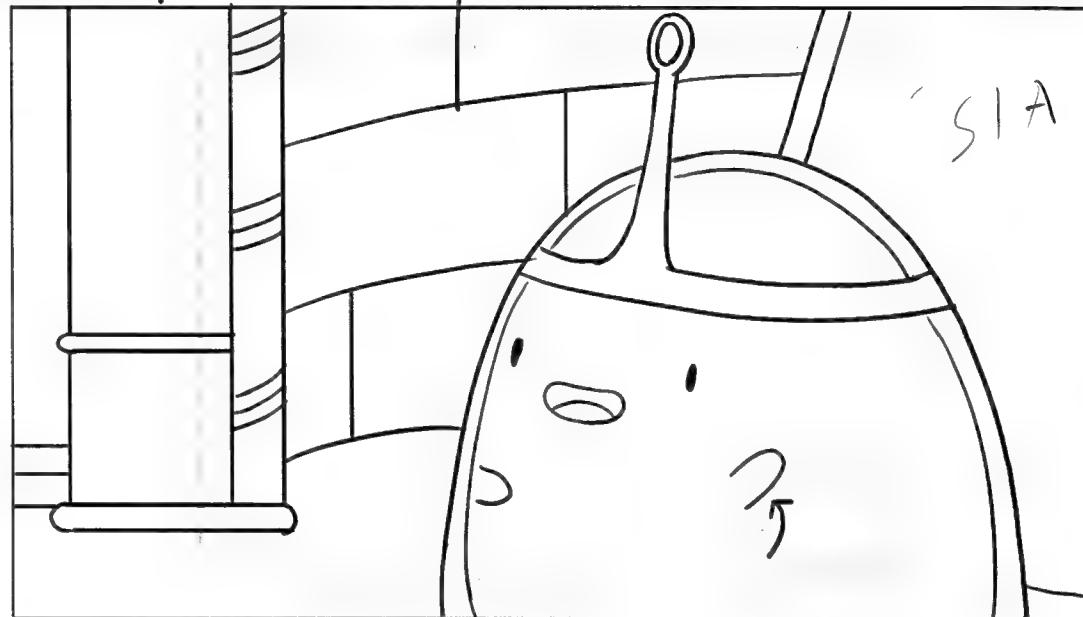


Sc. 69

Pnl. B

Bg.

day night



Page 136

EPISODE #

1042-256

Production :

Dialog:

SP : This is cool but let me
help y--

Action:

Timing:

ADVENTURE TIME

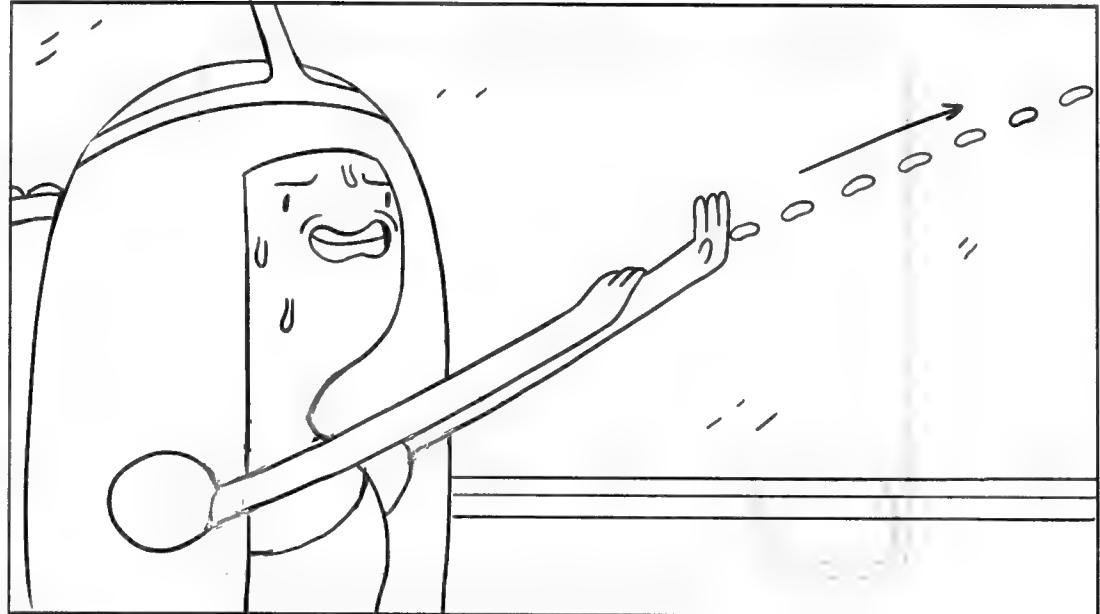


Sc. 70

Pnl. A

Bg.

day night

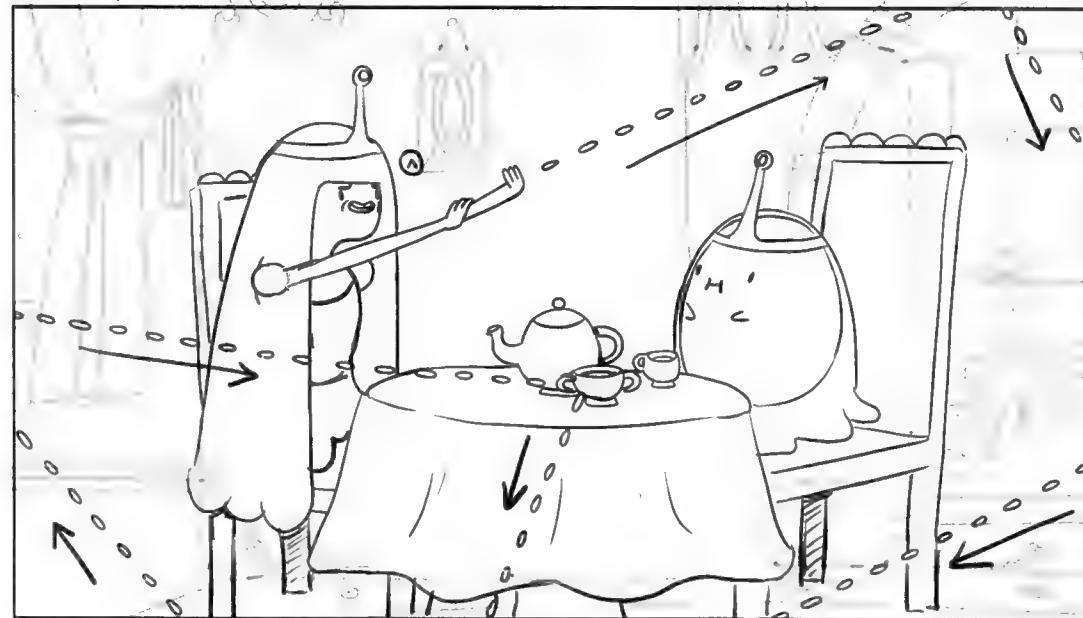


Sc. 71

Pnl. A

Bg.

day night



Dialog:

PB · I SAID... ALLOW... ME

(through
her teeth)

Action:

- JELLY BEAN STREAMS CONTINUE.

Timing:

Production :

1042-256

EPISODE #

Page 137

ADVENTURE TIME

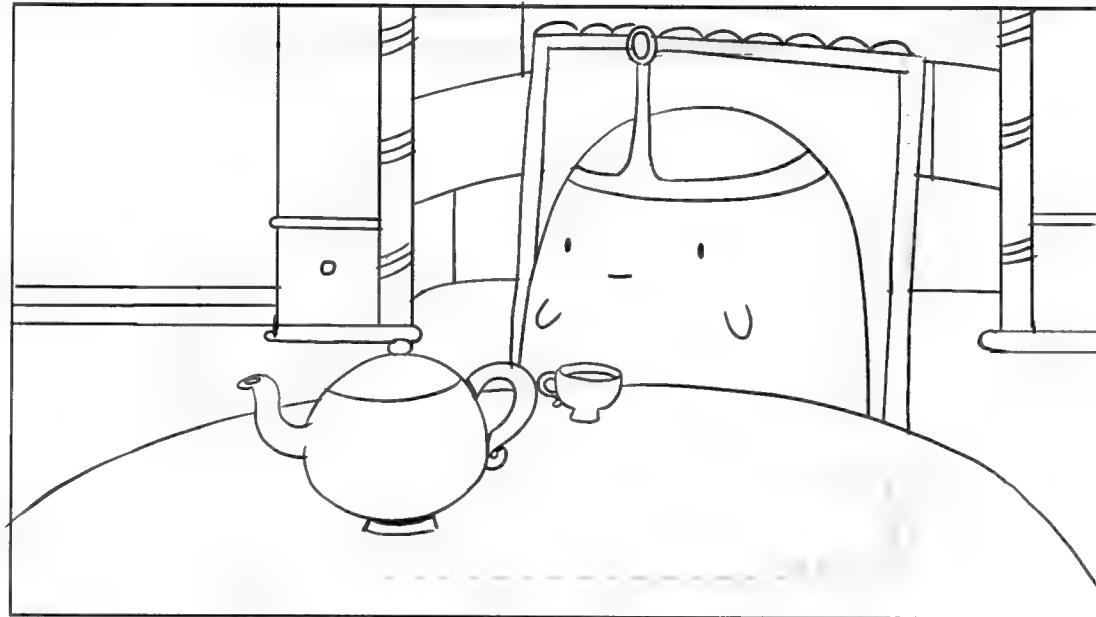


Sc. 72

Pnl. A

Bg.

day night

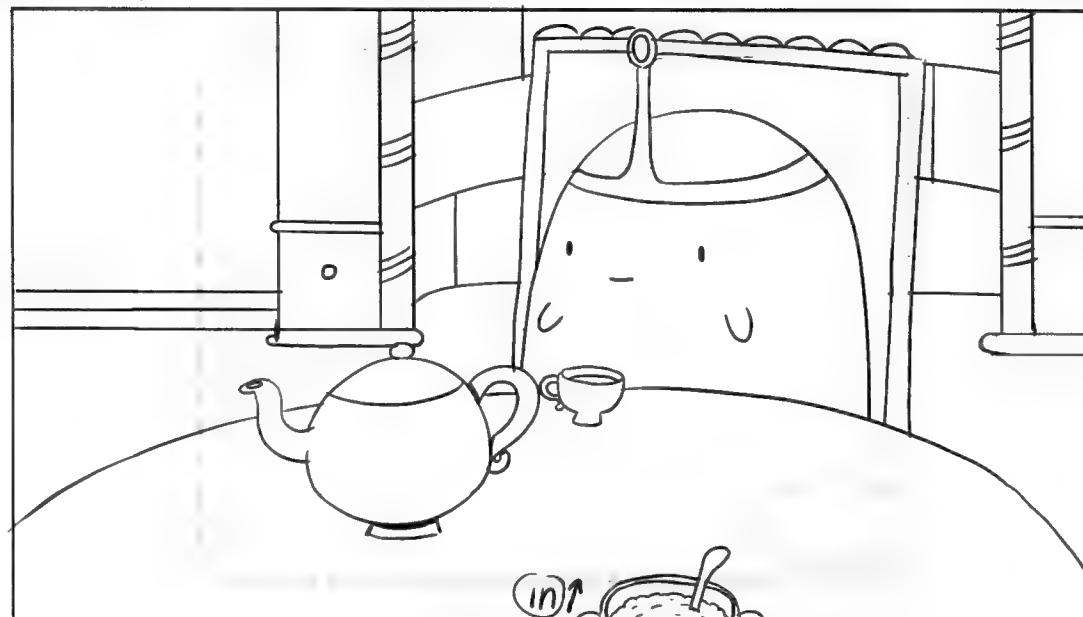


Sc. 72

Pnl. B

Bg.

day night



Page 138

Dialog:

Action:

- SUGAR BOWL SLOWLY SLIDES ON/S.

Timing:

Production :

EPISODE # 1042-25C

ADVENTURE TIME



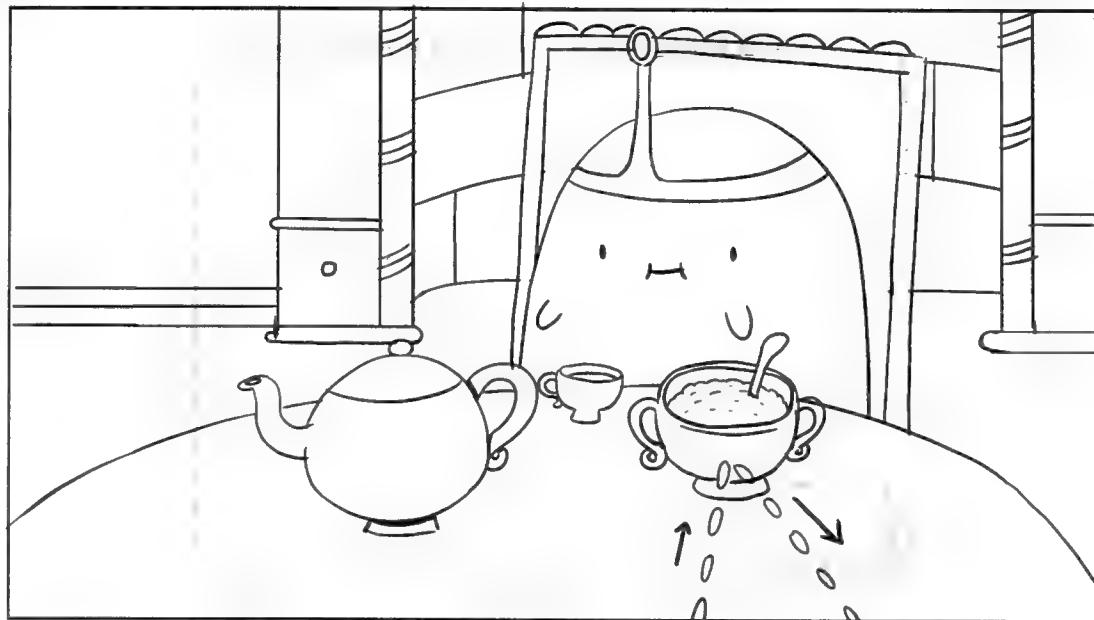
Page 139

Sc. 72

Pnl. C

Bg.

day night



Sc. 72

Pnl. D

Bg.

day night



Dialog:

SFX: * FT-FT-FT-FT-FT-FT-FT-FT-FT *

Action:

- Bowl stops, JELLY BEAN STREAM DIES OUT.

Timing:

Production :

1042-256

EPISODE #

ADVENTURE TIME



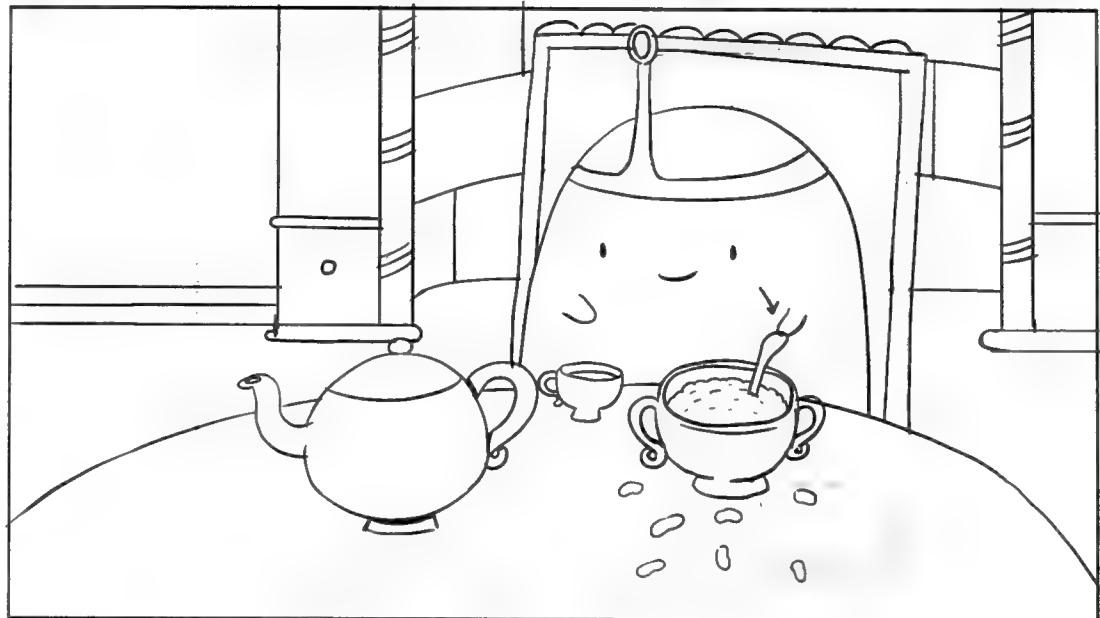
Page 140

Sc. 72

Pnl. E

Bg.

day night

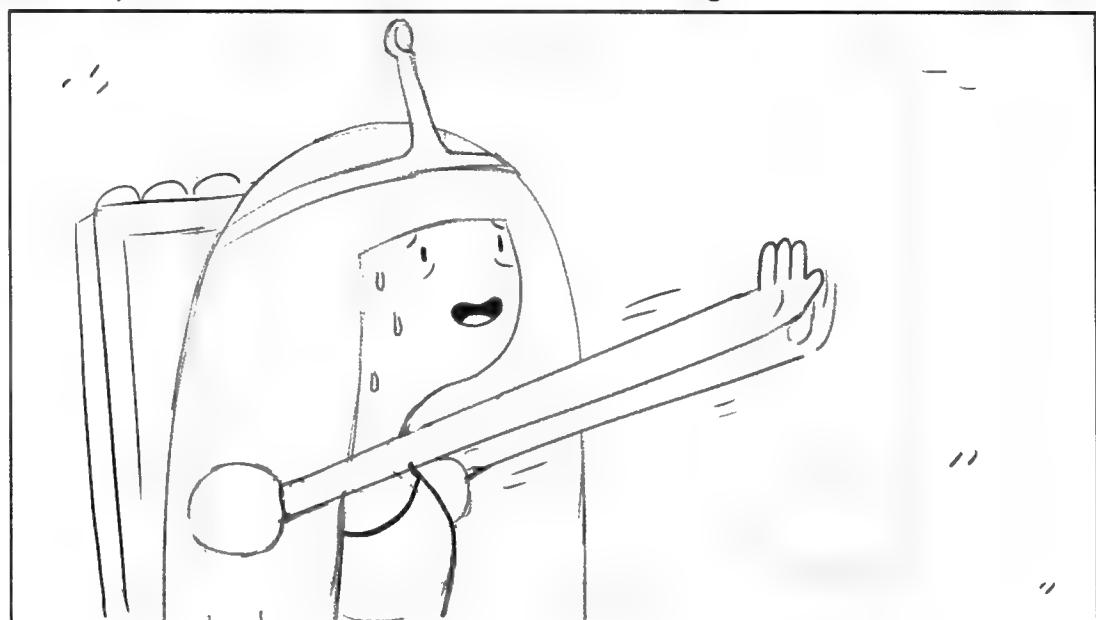


Sc. 73

Pnl. A

Bg.

day night



Dialog:

PB: [HUFFING AND PUFFING]

Action:

- S.P. GRABS THE END OF SPOON.

Timing:

Production :

EPISODE # 1042-256

ADVENTURE TIME



Page 141

Sc. 74

Pnl. A

Bg.

day night



Sc. 74

Pnl. B

Bg.

day night



Dialog:

SP: Cool power display, PB!

SP: UP HIGH!

Action:

- S.P. ADDS SUGAR TO TEA.

- S.P. HOLDS UP HAND

Timing:

Production :

EPISODE # 1042-256

ADVENTURE TIME

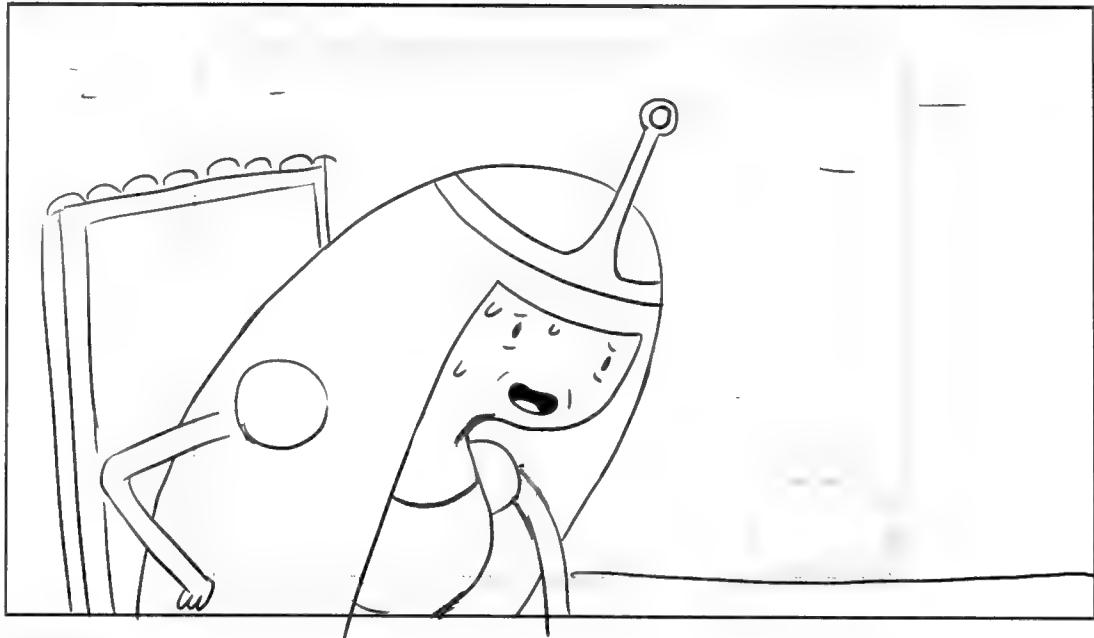


Sc. 75

Pnl. A

Bg.

day night

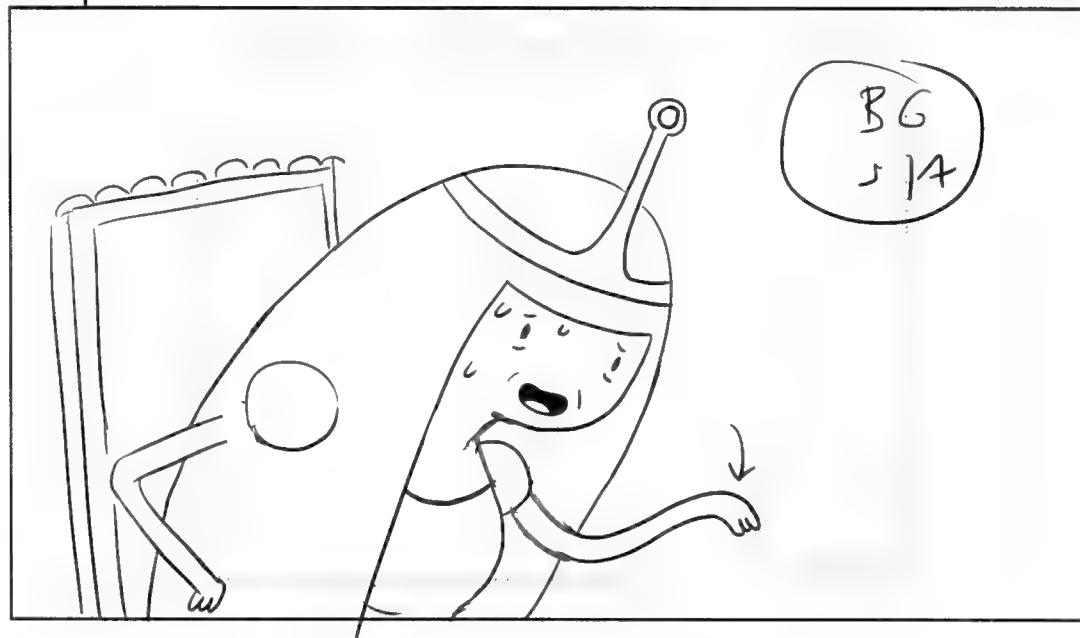


Sc. 75

Pnl. B

Bg.

day night



Page 142

Dialog:

SP: *HUFF HUFF* You're welcome.

Action:

-PB WEAKLY "HIGH FIVES" THE AIR.

Timing:

EPISODE #

Production :

1042-256

ADVENTURE TIME



Sc. 75

Pnl. C

Bg.

day night

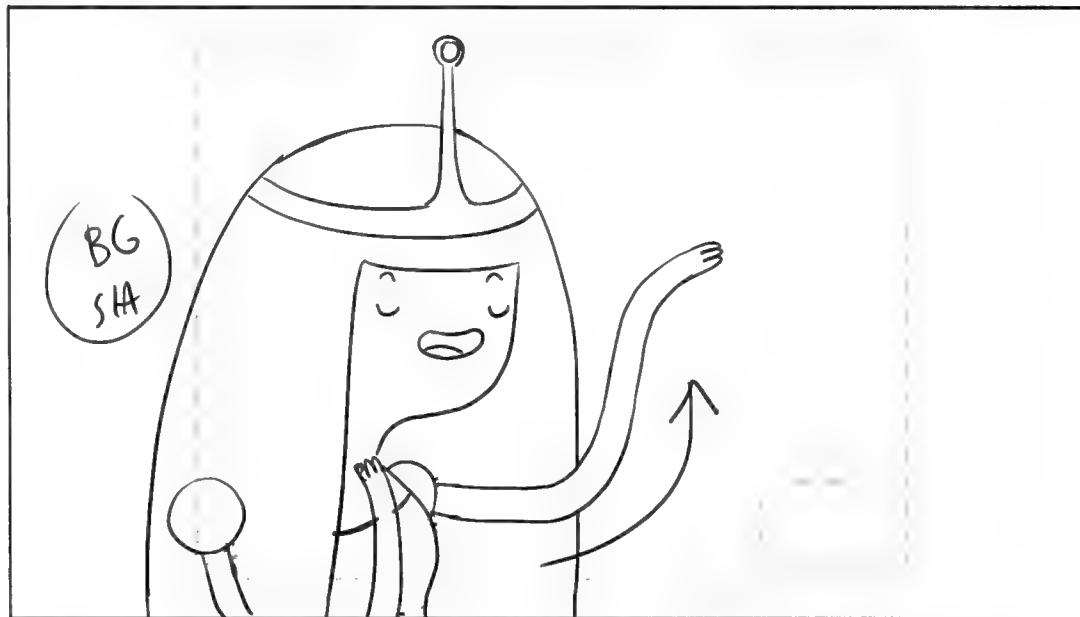
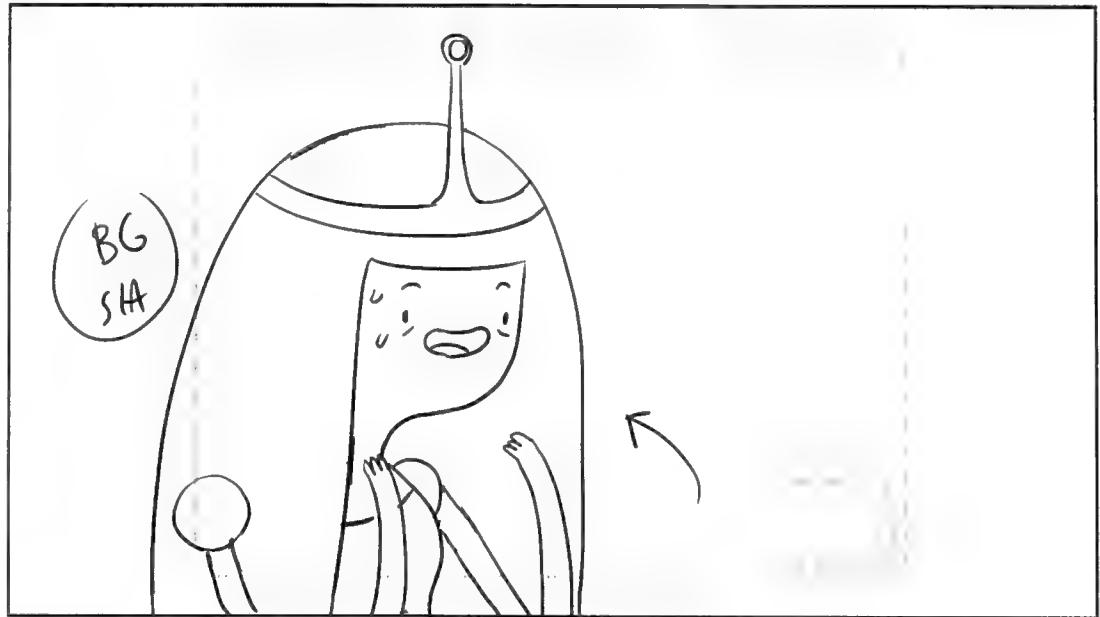
Sc. 75

Pnl. D

Bg.

Page 143

day night



Dialog:

PB: OKAY, WE'VE
established we both have
elemental powers

PB: So, we never have to talk or brag about them
again.

Action:

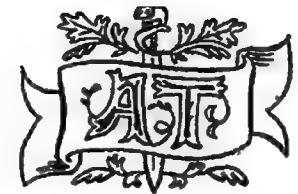
Timing:

Production :

EPISODE #

1042-256

ADVENTURE TIME

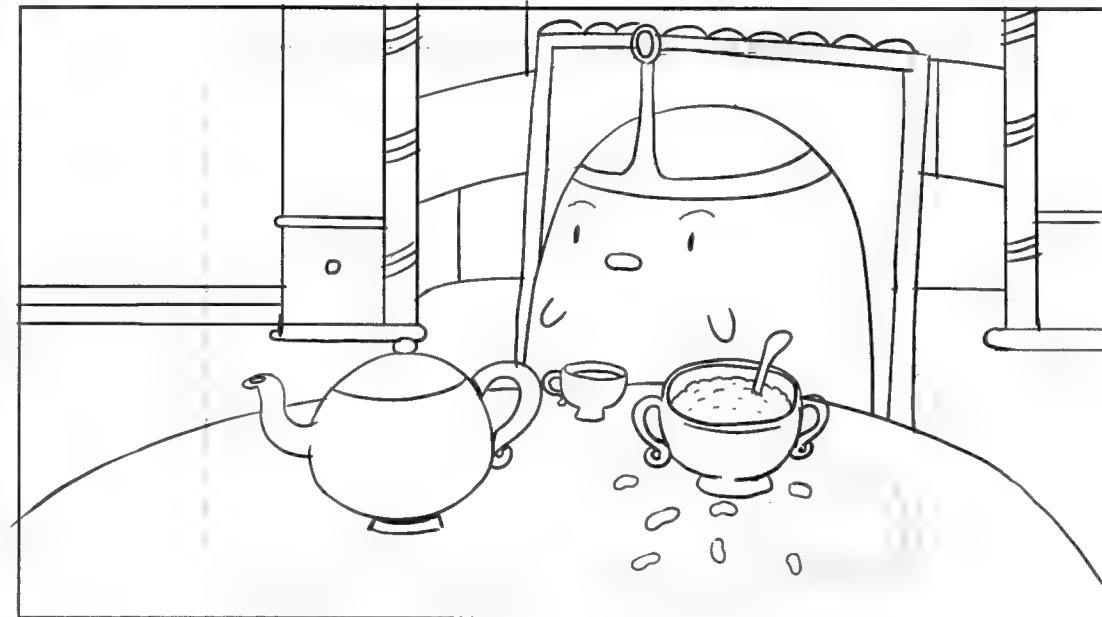


Sc. 76

Pnl. A

Bg.

day night

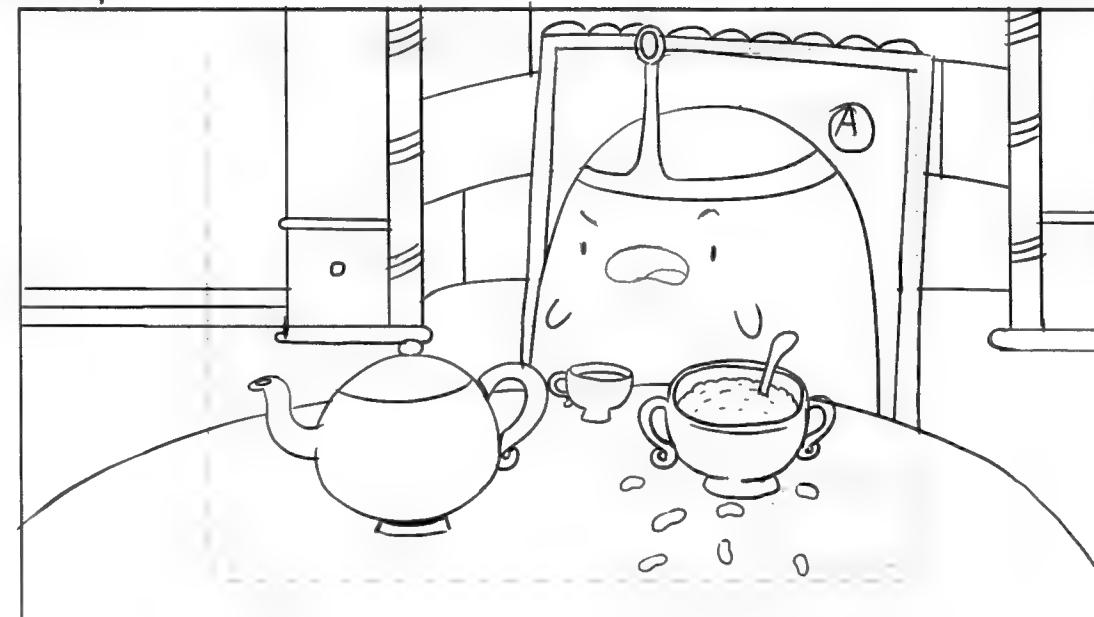


Sc. 76

Pnl. B

Bg.

day night



Page 144

EPISODE #

1042-256

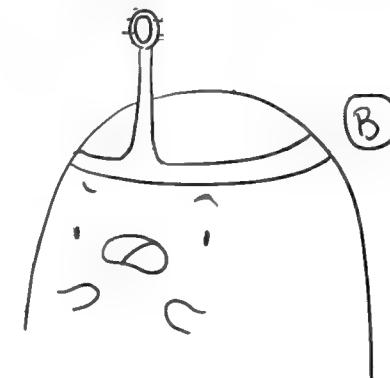
Dialog:

SP : Brag?...

SP : Wait, Are you jelly ... of my slime?

Action:

Timing:



Production :

ADVENTURE TIME

Sc. 77

Pnl. A

Bg.



day night

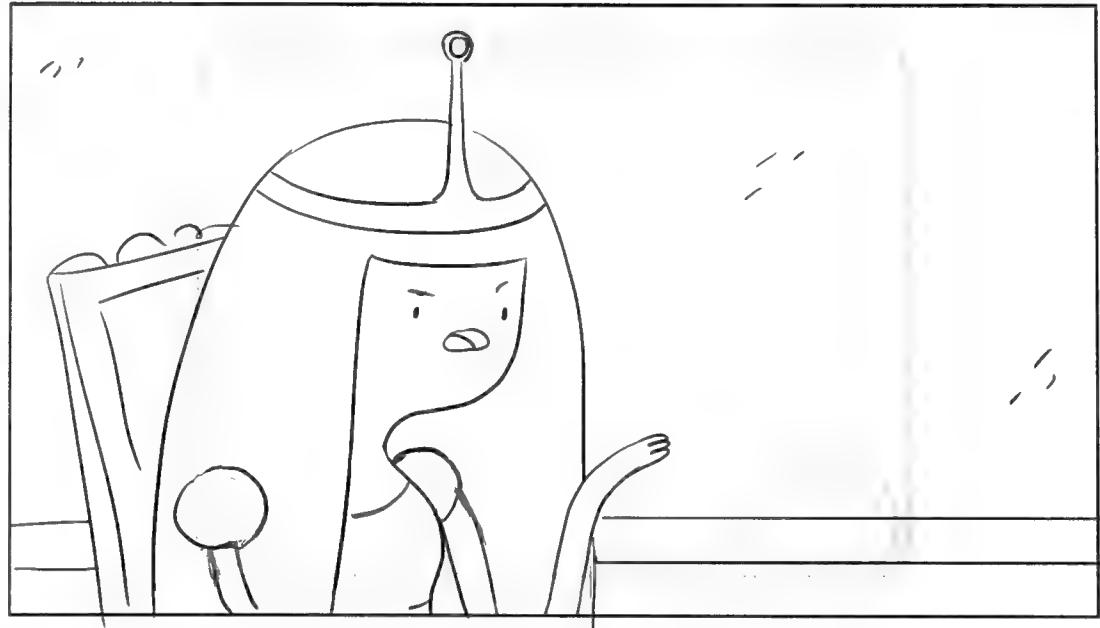
Sc. 77

Pnl. B

Bg.

Page 145

day night



Dialog:

PB : No way --

PB : Your slime is overrated.

Action:

Timing:

Production :

1042-256

EPISODE #

ADVENTURE TIME

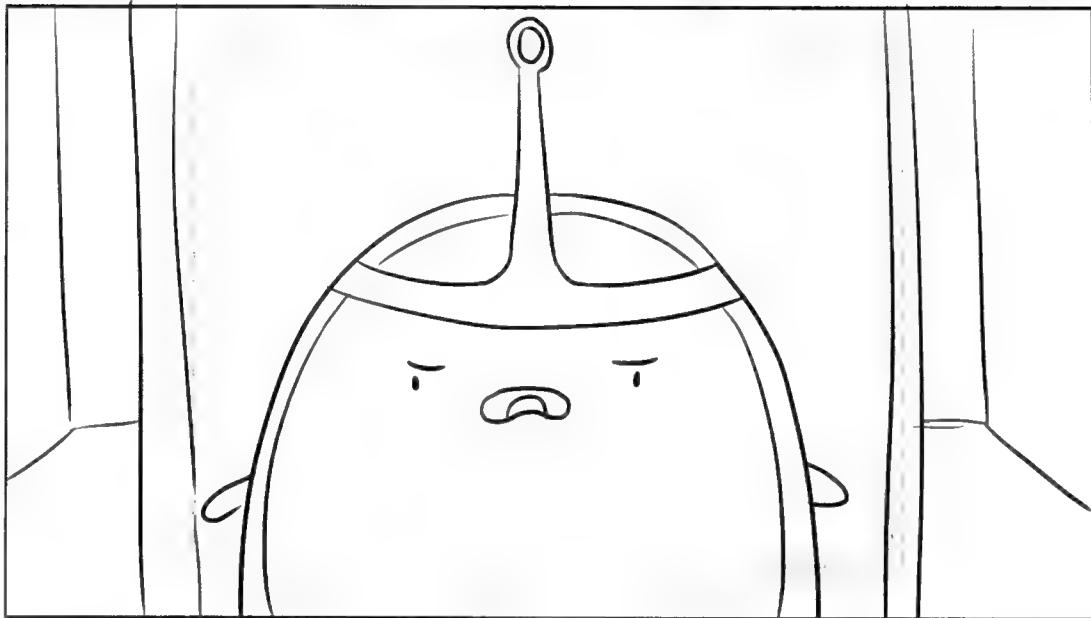


Sc. 78

Pnl. A

Bg.

day night

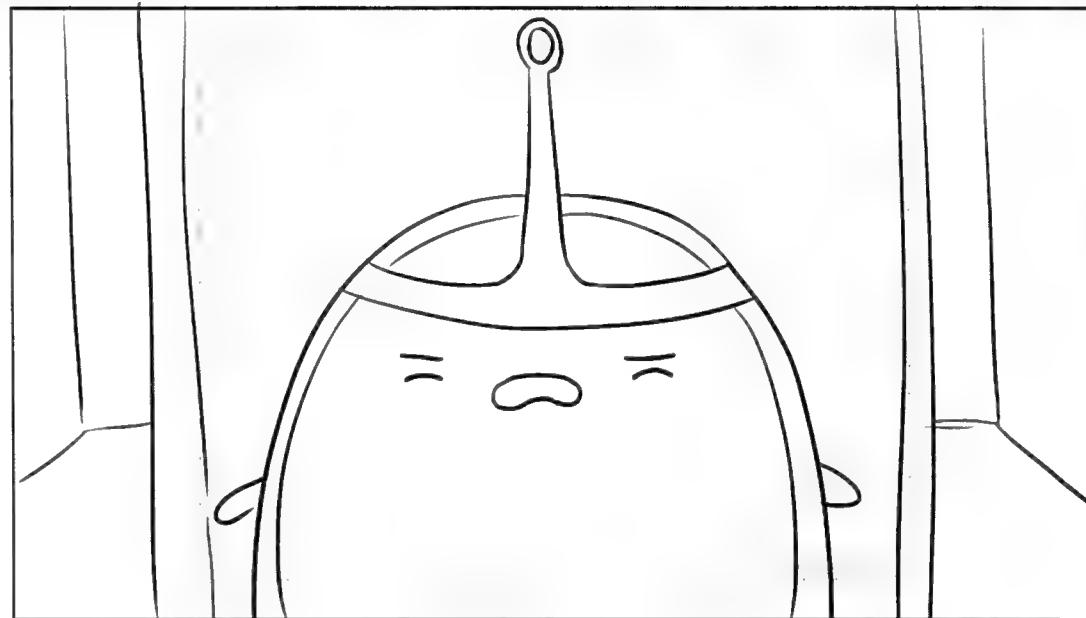


Sc. 78

Pnl. B

Bg.

day night



Page 146

EPISODE #

1042-256

Production :

Dialog:

SP (scary, chill voice): I SEE... I GUESS YOUR
REAL ELEMENTAL POWER --

SP : is envy.

Action:

Timing:

ADVENTURE TIME



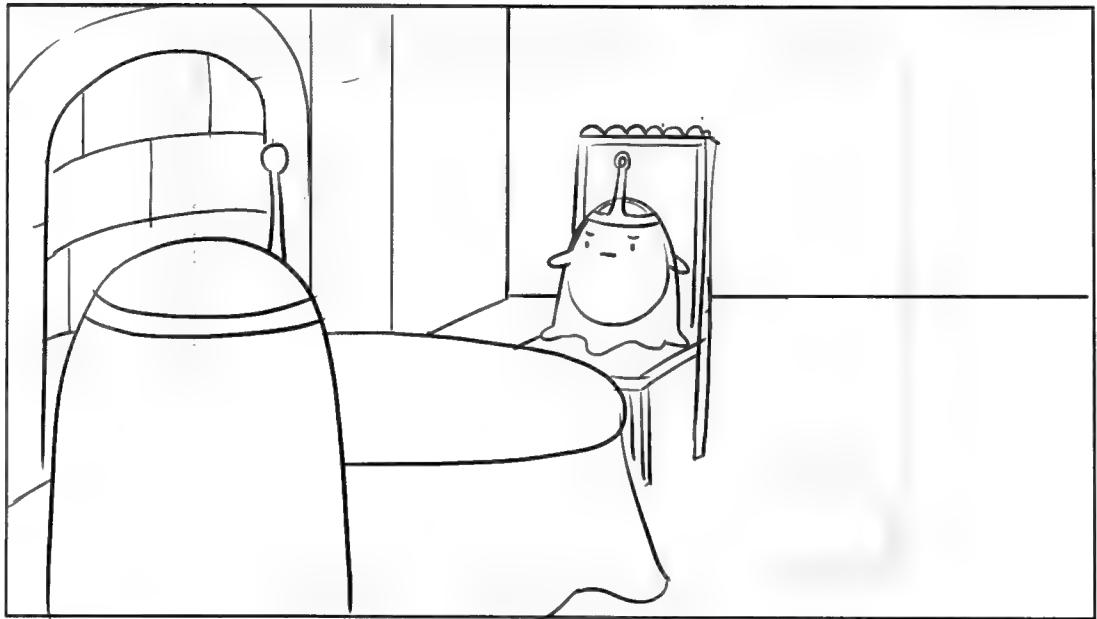
Page 147

Sc. 79

Pnl. A

Bg.

day night

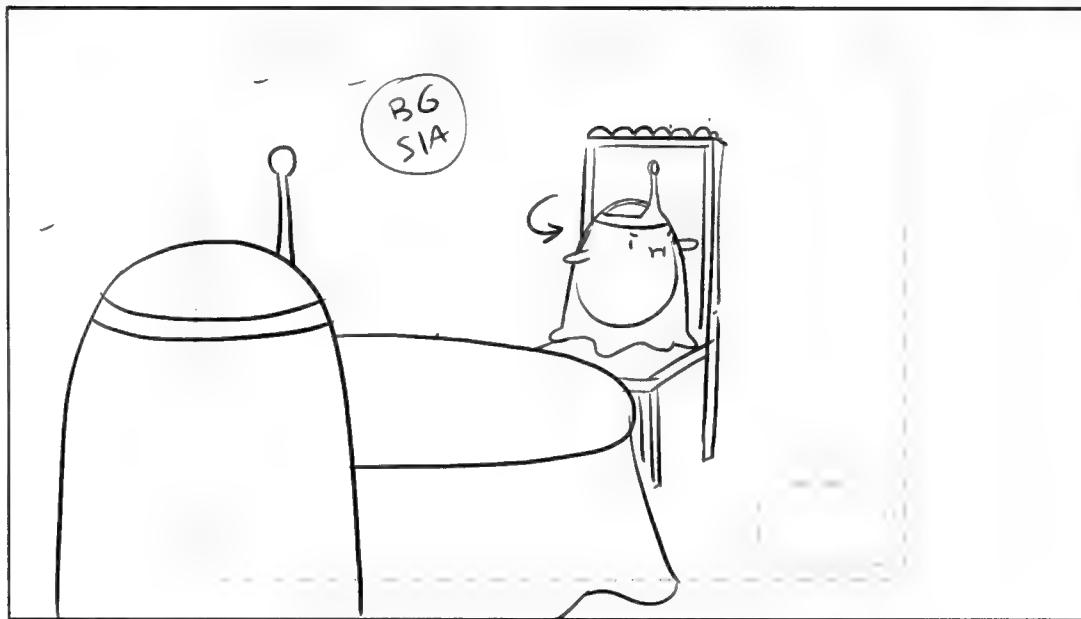


Sc. 79

Pnl. B

Bg.

day night



Dialog:

-SP. TURNS

Action:

Timing:

Production :

1042-256

EPISODE #

ADVENTURE TIME

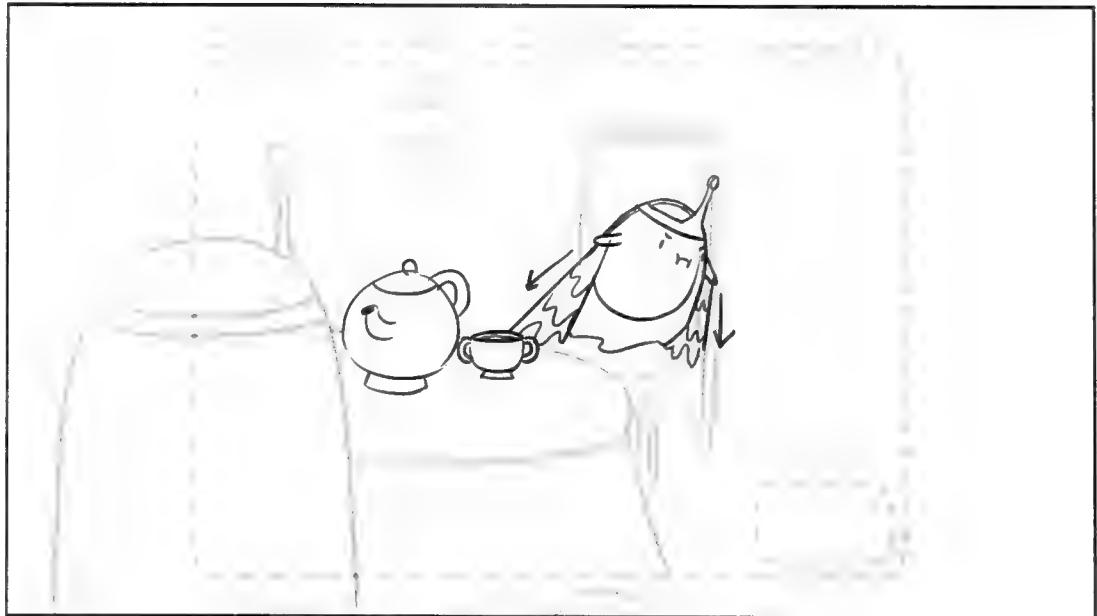


Sc. 79

Pnl. C

Bg.

day night

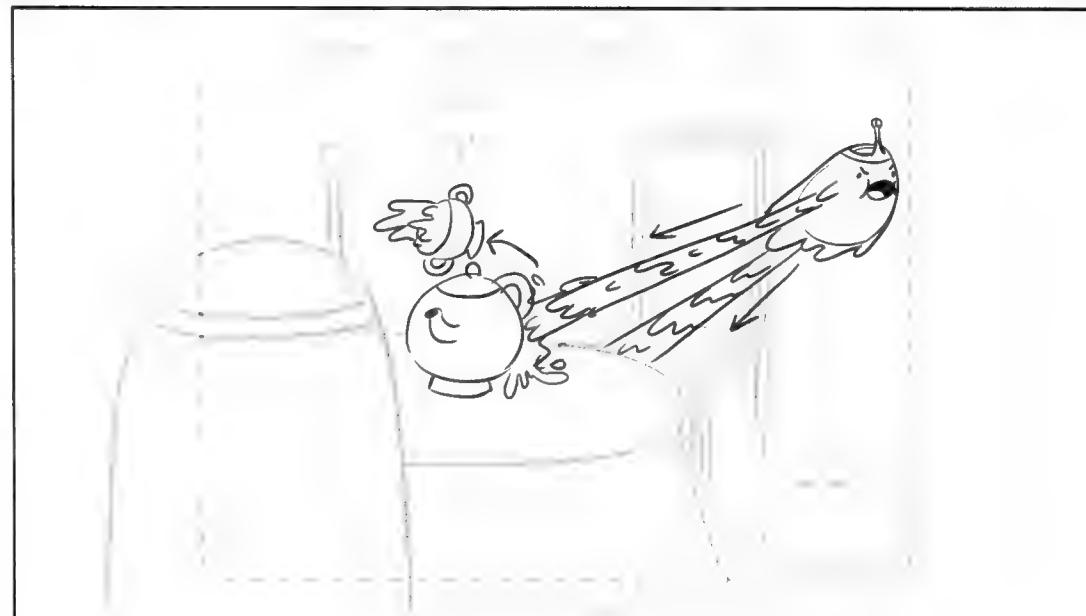


Sc. 79

Pnl. D

Bg.

day night



Page 148

EPISODE #

1042-256

Production :

Dialog:

SFX: * FRRT *

SP: Bye hater!

Action:

- SP SHOOTS TWIN SLIME JETS

- SLIME JETS KNOCK OVER TEA CUP

Timing:

ADVENTURE TIME

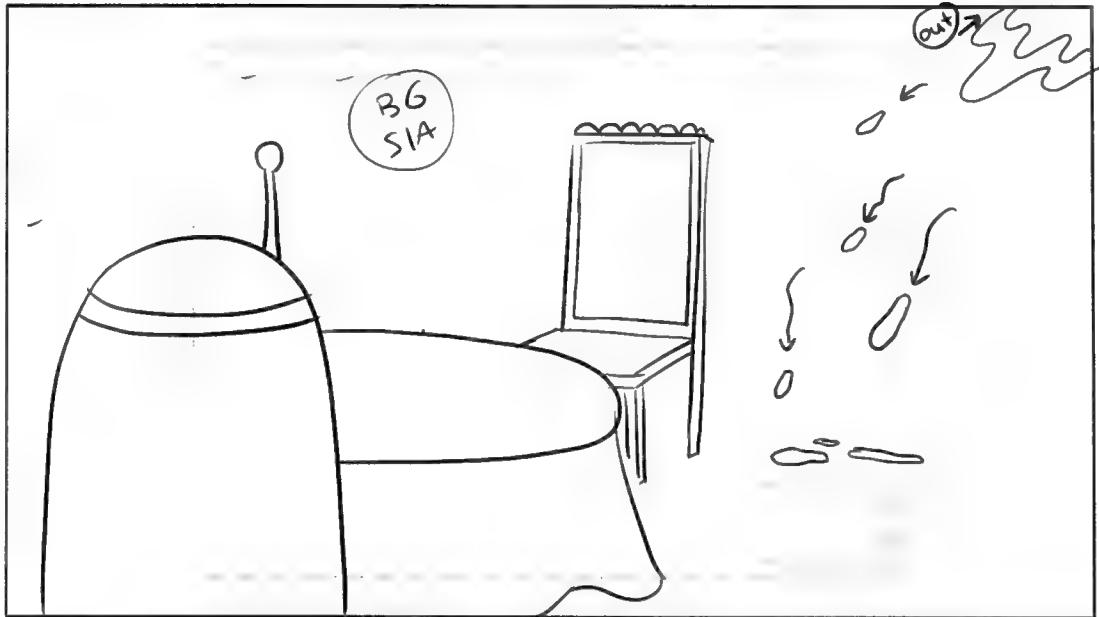


Sc. 79

Pnl. E

Bg.

day night

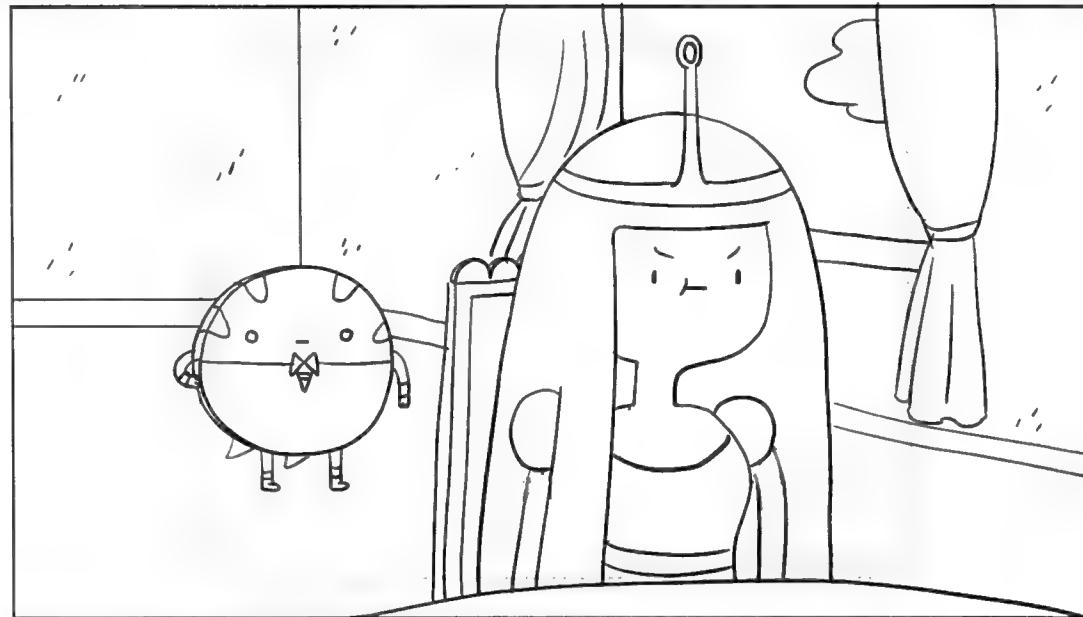


Sc. 80

Pnl. A

Bg.

day night



Page

149

EPISODE #

1042-256

Dialog:

Action:

- SP. FLIES OFF/S.

Timing:

Production :

ADVENTURE TIME

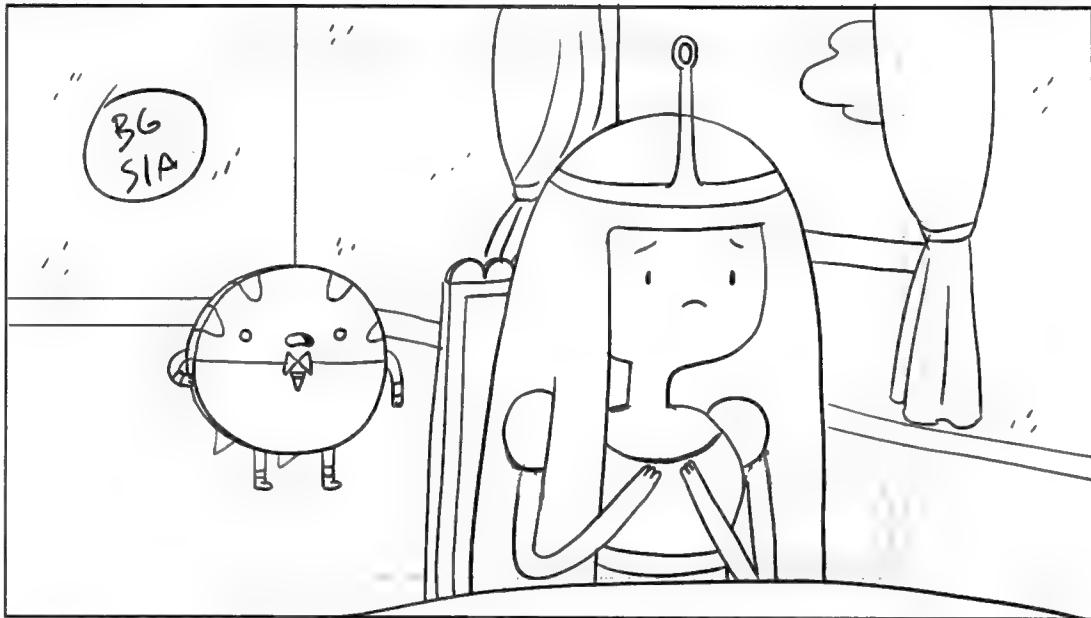


Sc. 80

Pnl. B

Bg.

day night

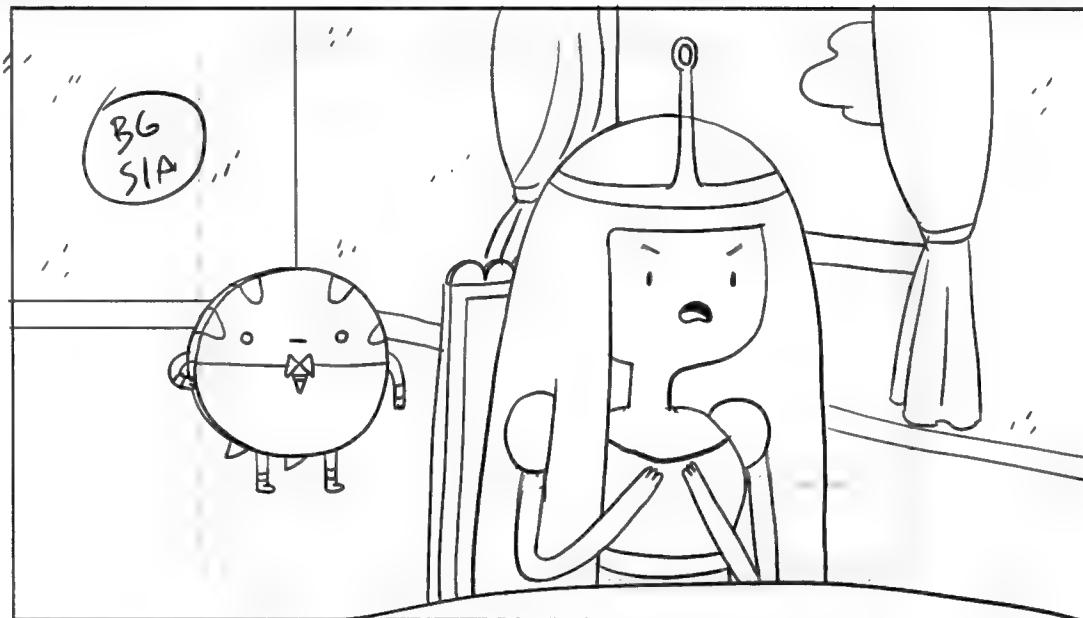


Sc. 80

Pnl. C

Bg.

day night



Page 150

EPISODE #

1042-256

Dialog:

RebB: I don't think this is really about slime.

SP: BUH!

Action:

Timing:

Production :

ADVENTURE TIME

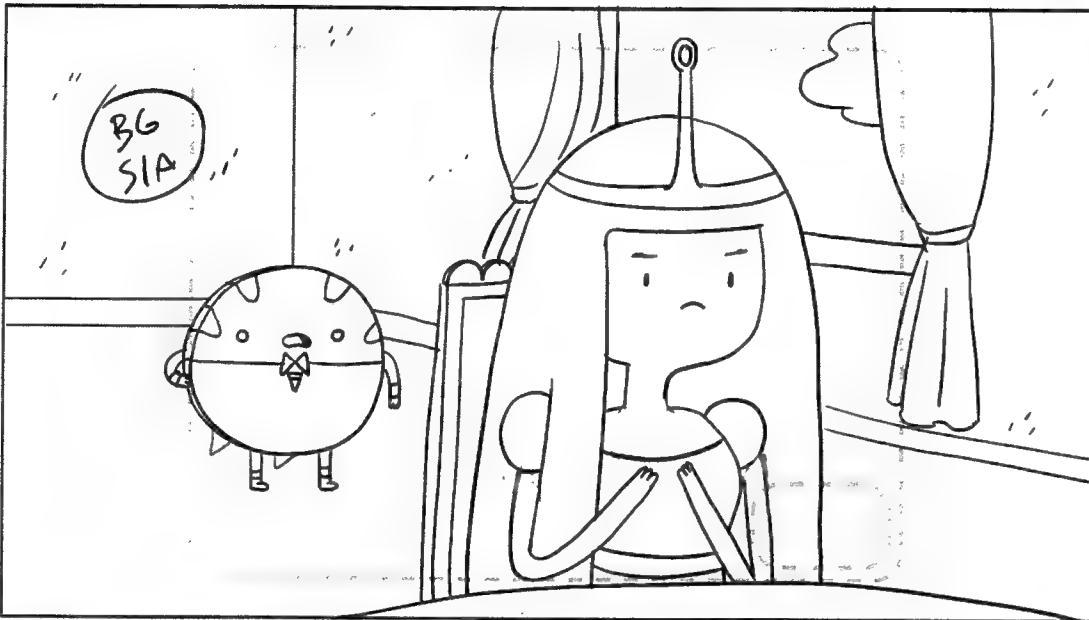
Sc. 80

Pnl.

C-1

Bg.

day night



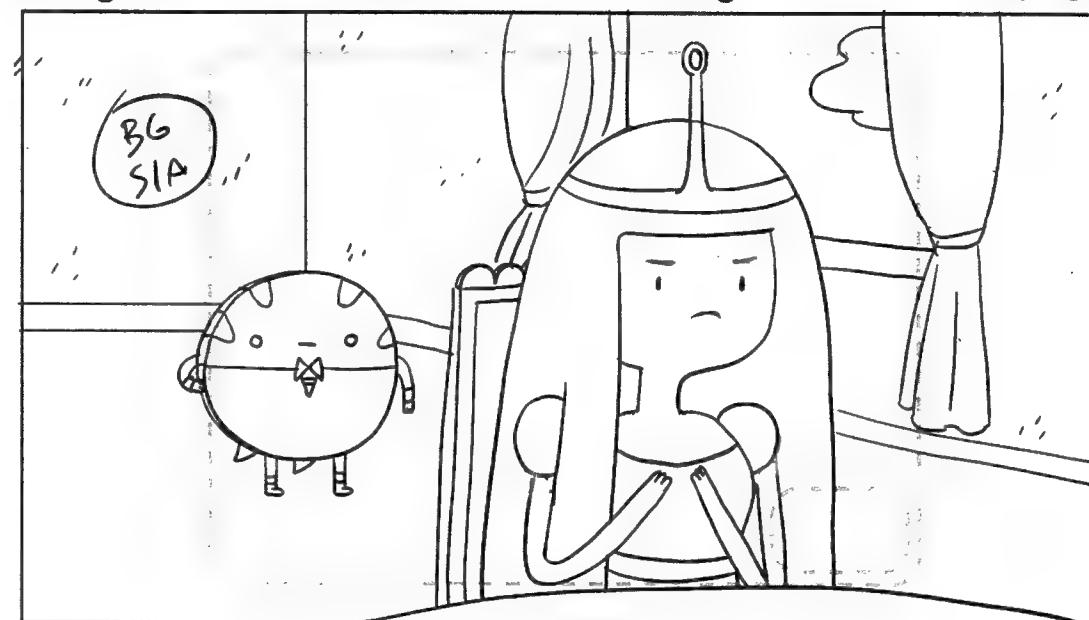
Sc. 80

Pnl.

C-2

Bg.

day night



Page 150A

EPISODE #

1042-256

Dialog:

PepB: SEEMS LIKE YOU'RE OVERCOMPENSATING
FOR SOMETHING ...

Action:

Timing:

Production :

ADVENTURE TIME

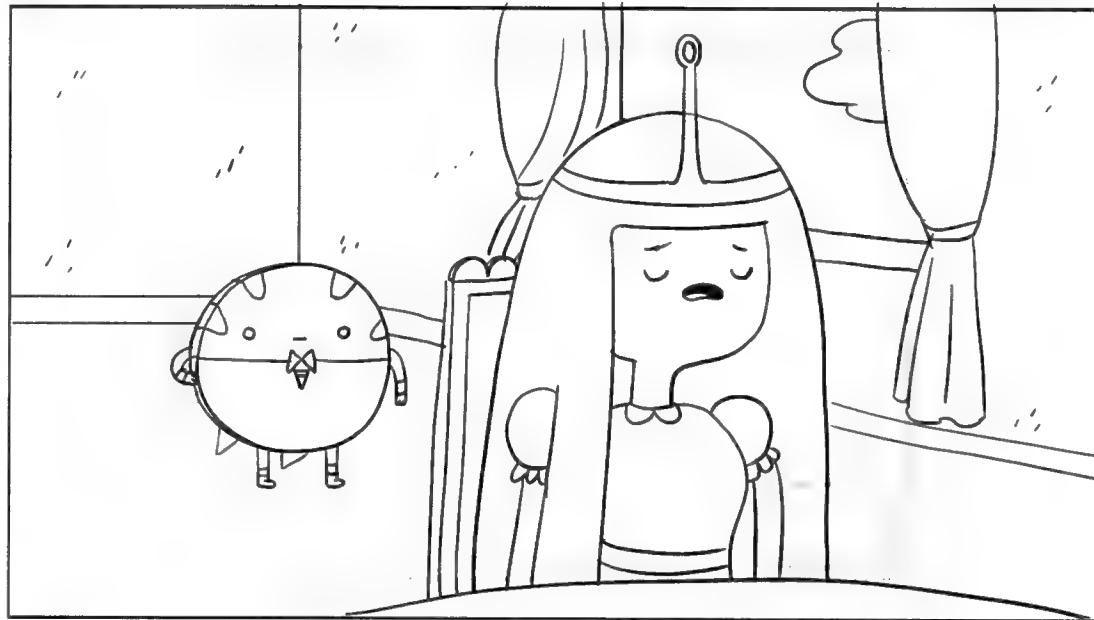


Sc. 80

Pnl. D

Bg.

day night

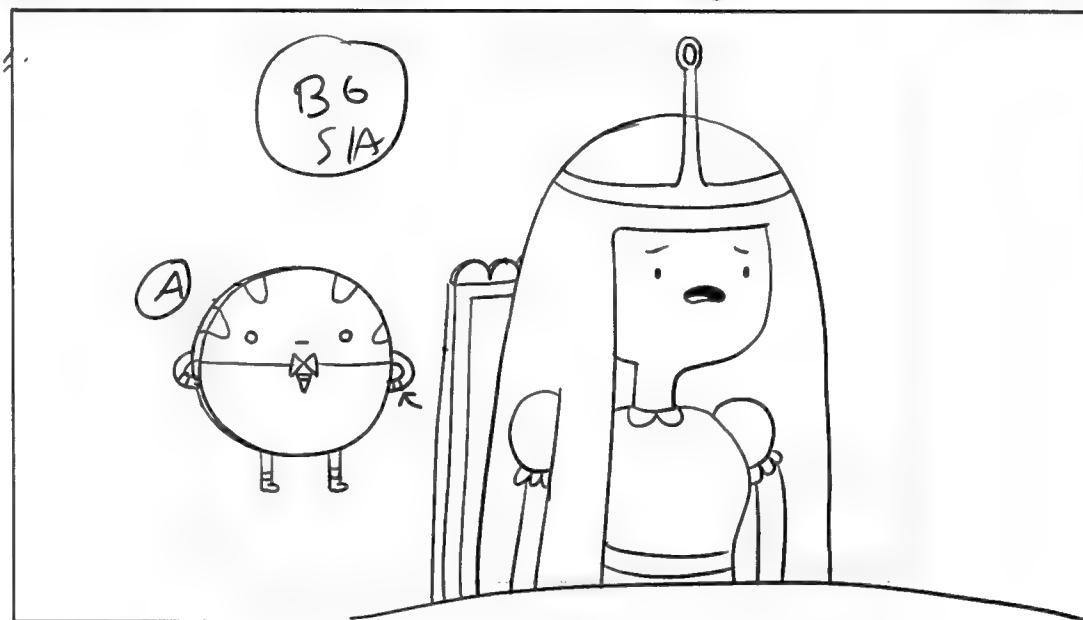


Sc. 80

Pnl. E

Bg.

day night



Page 151

EPISODE #

1042-256

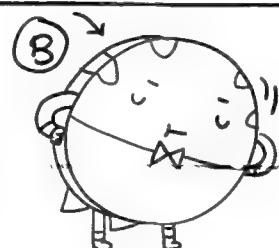
Dialog:

PB: *SIGH* It's just that ...

PB : The Candy Kingdom's supposed to be --

Action:

Pep B nods
A, B, A



Timing:

Production :

ADVENTURE TIME

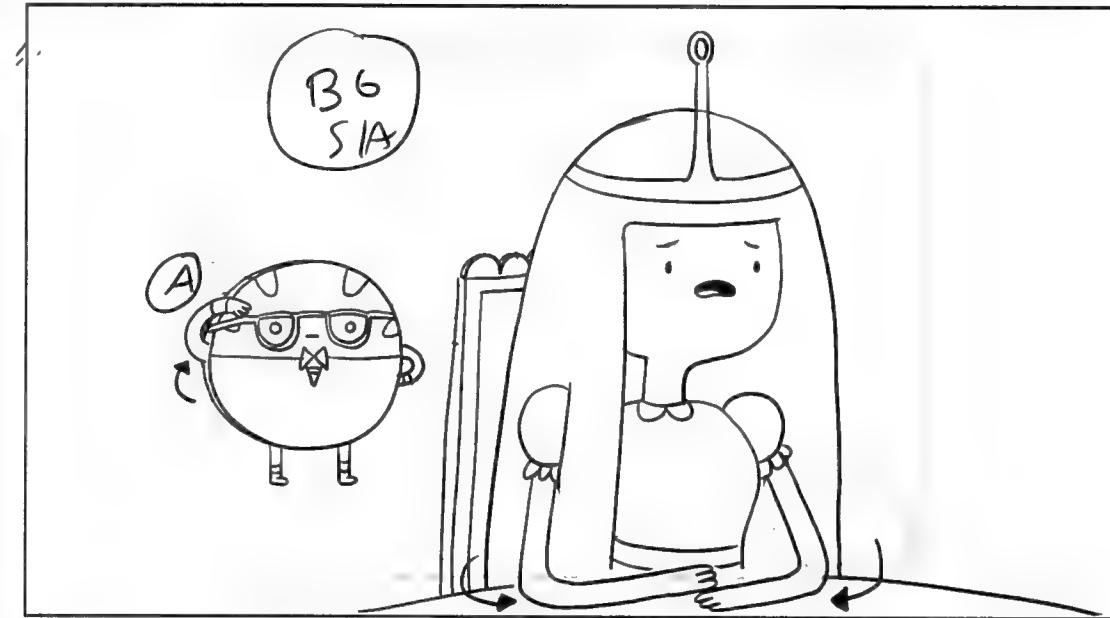


Sc. 80

Pnl. F

Bg.

day night

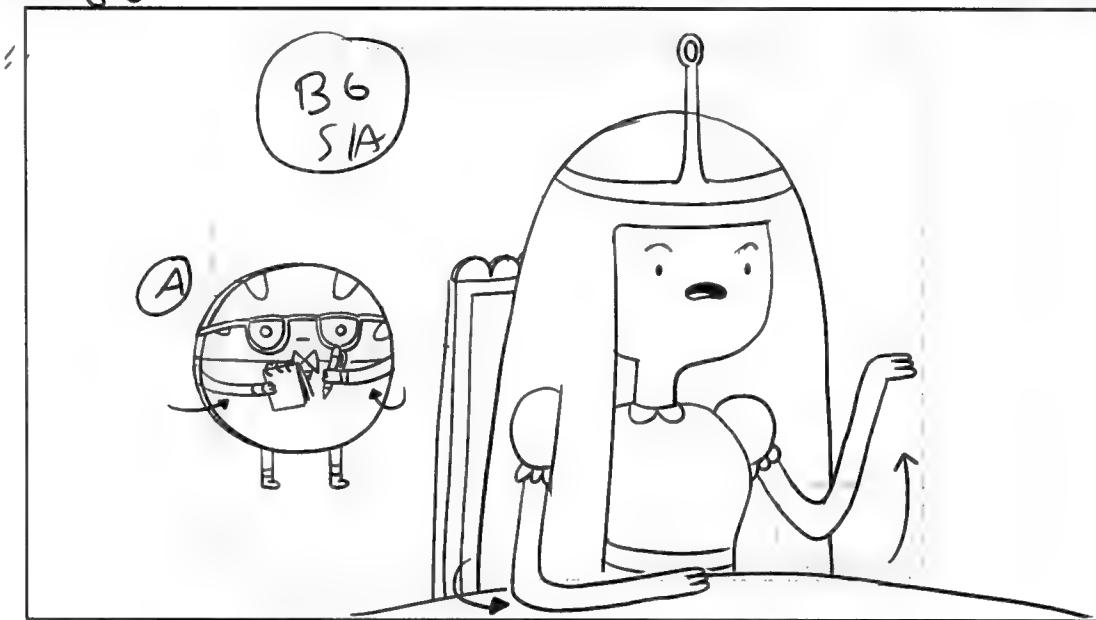


Sc. 80

Pnl. G

Bg.

day night



Page 152

Dialog:

PB : a reflection of me...

PB : but it turns out --

Action:

PepBut puts on therapist glasses.

PepBut takes out pad.

Timing:

EPISODE #

Production :

1042-256

ADVENTURE TIME

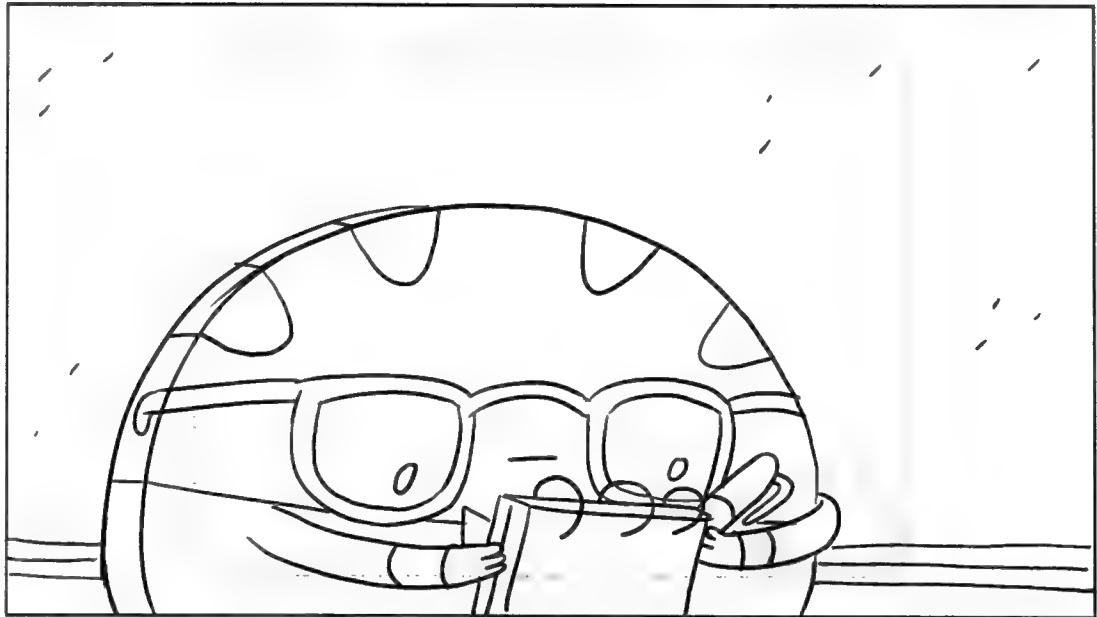


Sc. 81

Pnl. A

Bg.

day night

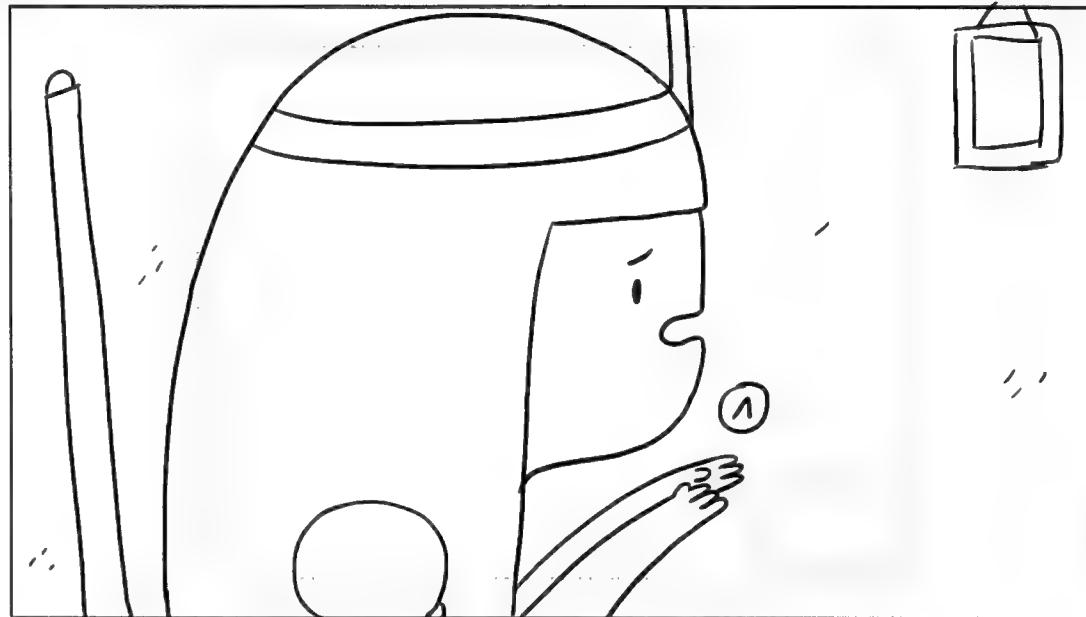


Sc. 82

Pnl. A

Bg.

day night



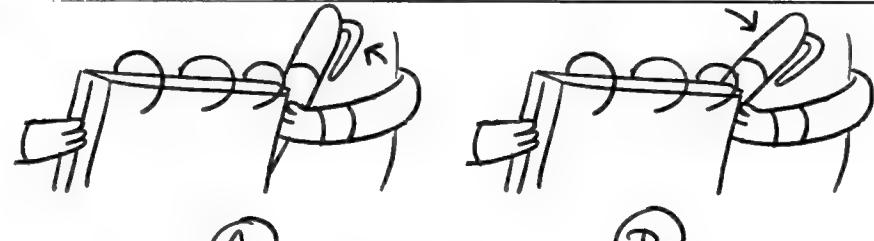
Page 153

Dialog:

PB : I don't know who that is.

PB : I've lived my whole life,
while having this talent I knew nothing about.

Act



Tim

write cycle
Ⓐ,Ⓑ,Ⓐ,Ⓑ



Production :

1.042-256

EPISODE #

ADVENTURE TIME

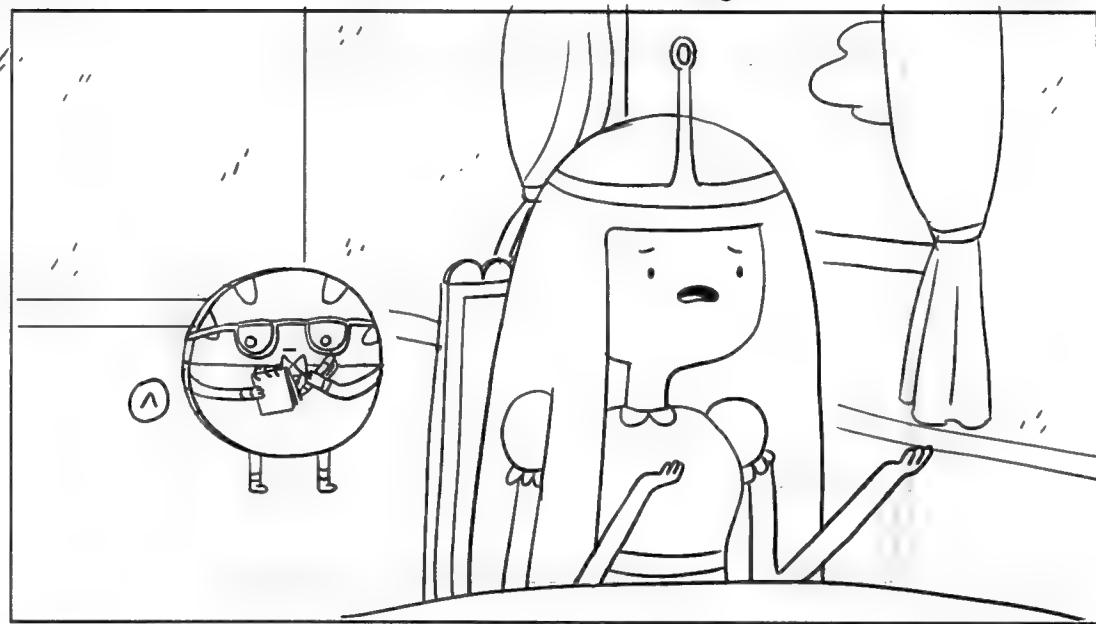


Sc. 83

Pnl. A

Bg.

day night

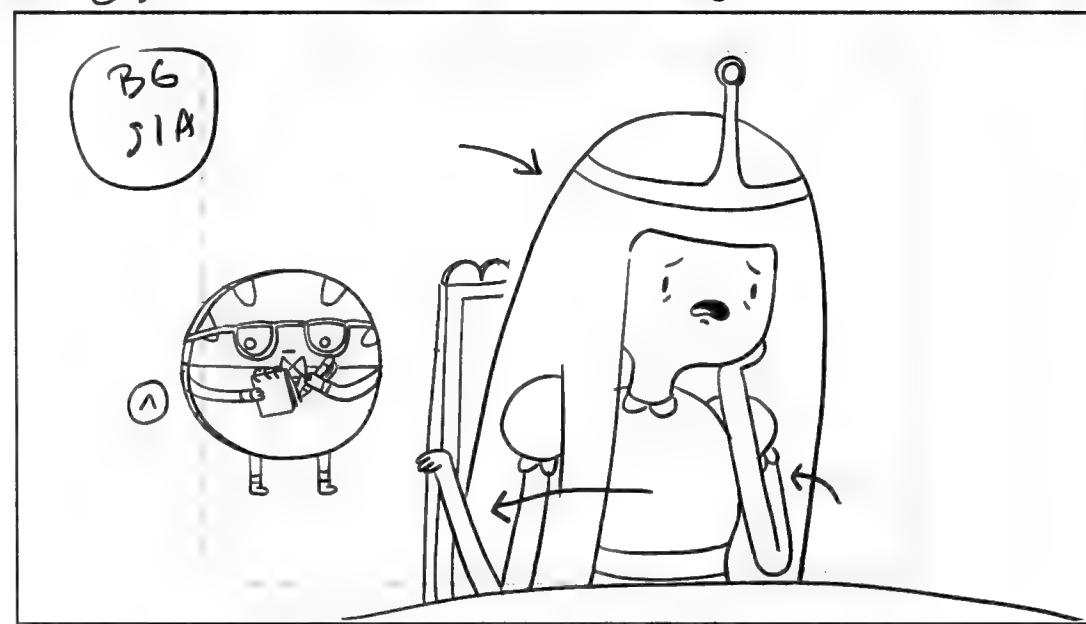


Sc. 83

Pnl. B

Bg.

day night



Dialog:

PB : I'm a scientist and, I ignored --

PB : CRUCIAL DATA ABOUT MYSELF.
WHAT IF I --

Action:



Timing:

Production :

1042-256

EPISODE #

Page 154

ADVENTURE TIME

Sc. 83

Pnl. C

Bg.



day night

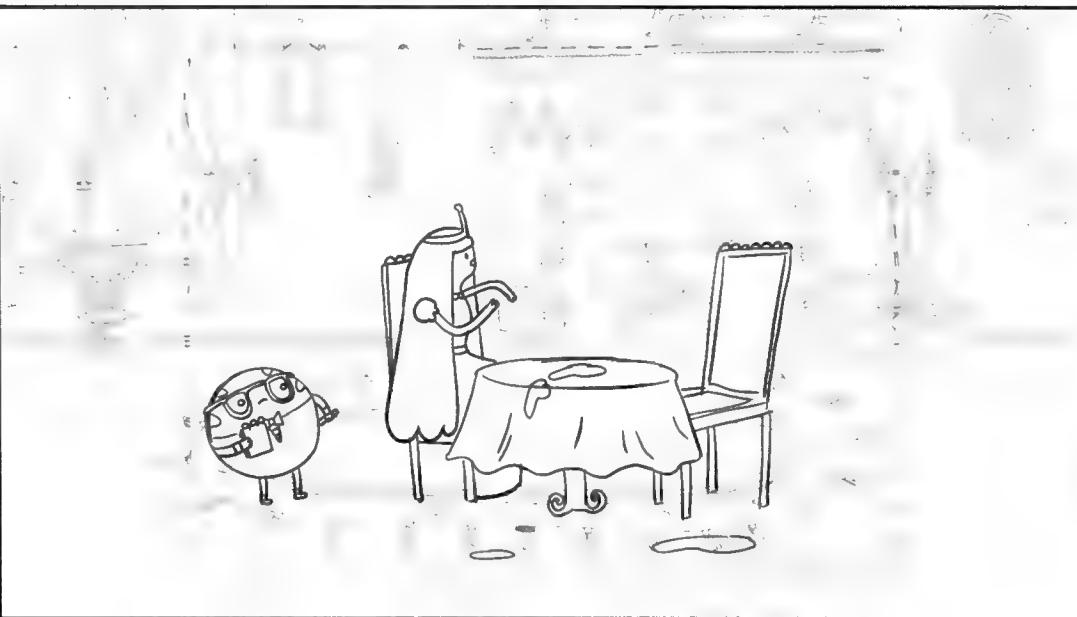
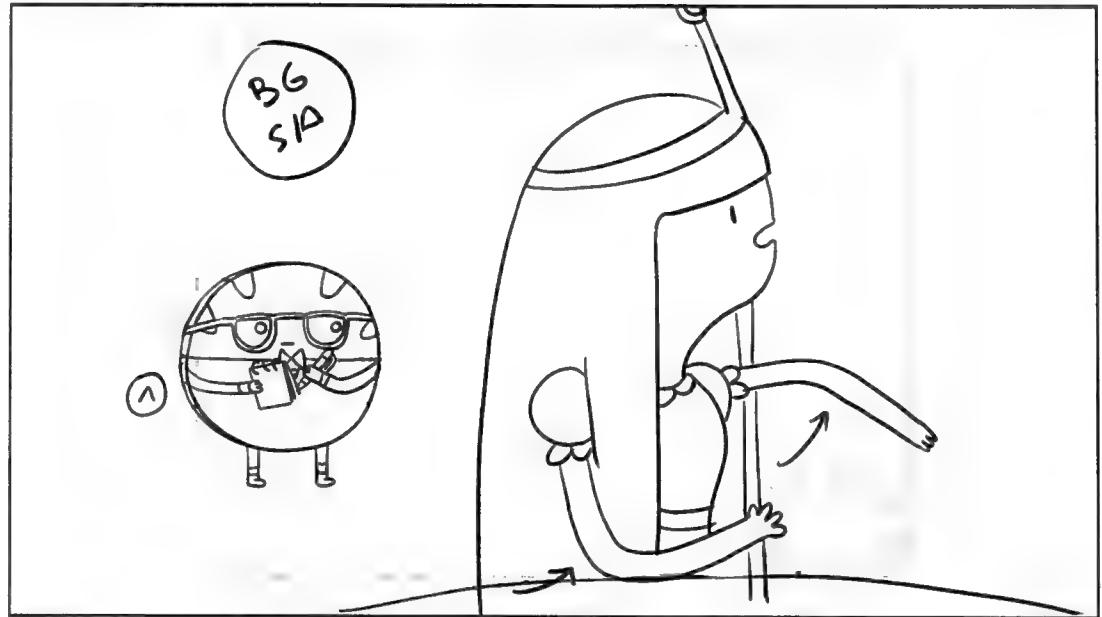
Sc. 84

Pnl. A

Bg.

Page 155

day night



Dialog:

SFX * SIREN *

SFX: * SIREN *

Action:

- WARNING BELLS GO OFF.

Timing:

Production :

EPISODE # 1042-256

ADVENTURE TIME

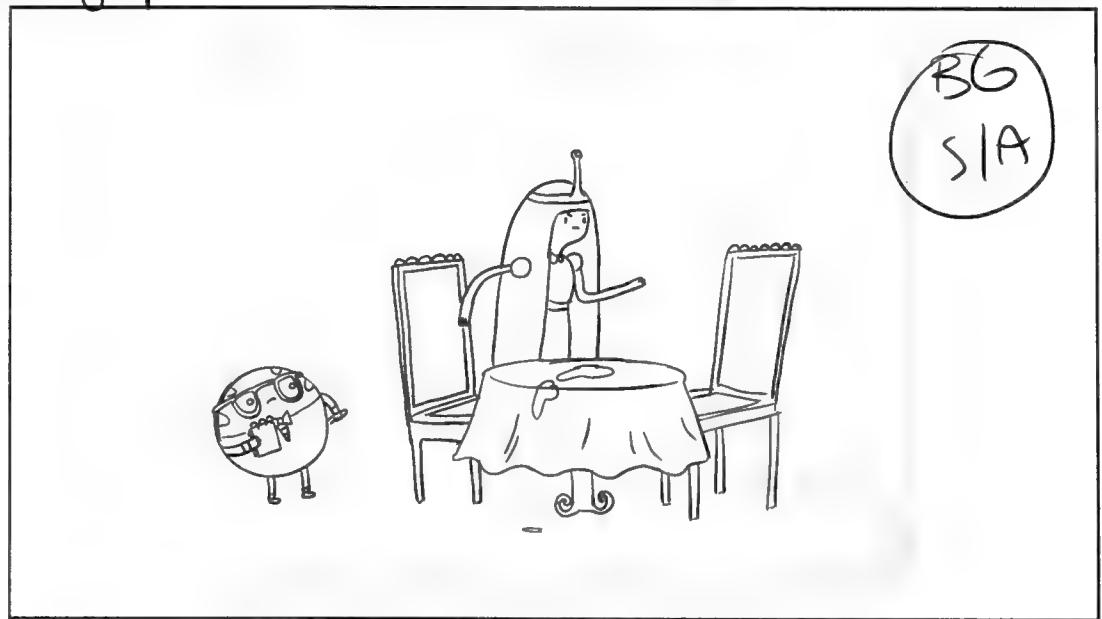


Sc. 84

Pnl. B

Bg.

day night

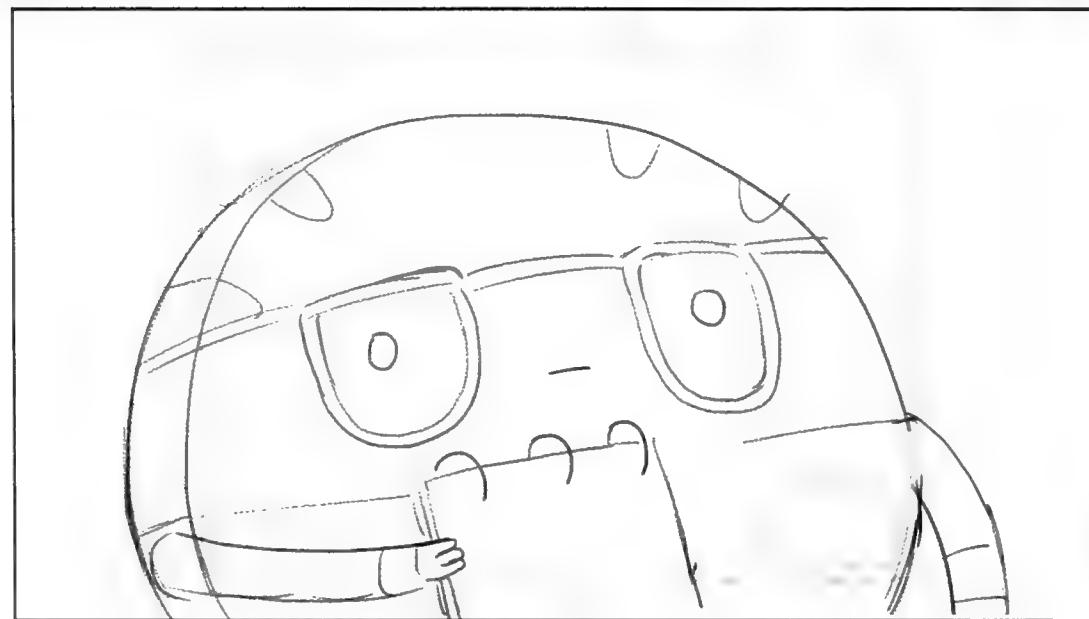


Sc. 85

Pnl. A

Bg.

day night



Page 156

EPISODE #

1042-256

Dialog:

SFX: *SIREN*

Action:

-PB STANDS UP.

Timing:

ADVENTURE TIME

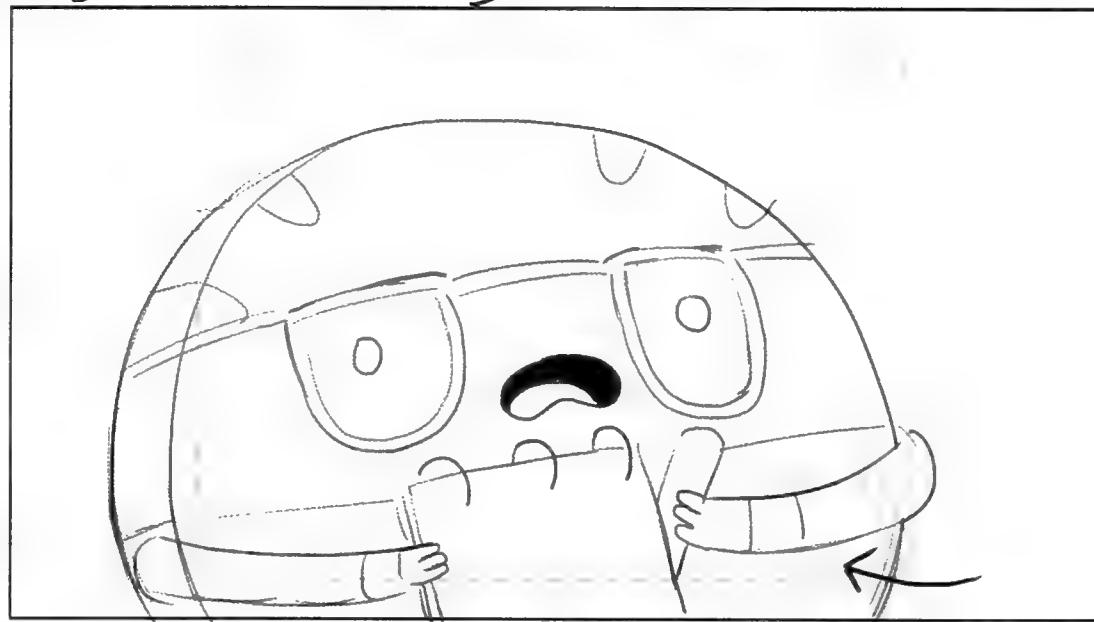
Sc. 85

Pnl. B

Bg.



day night

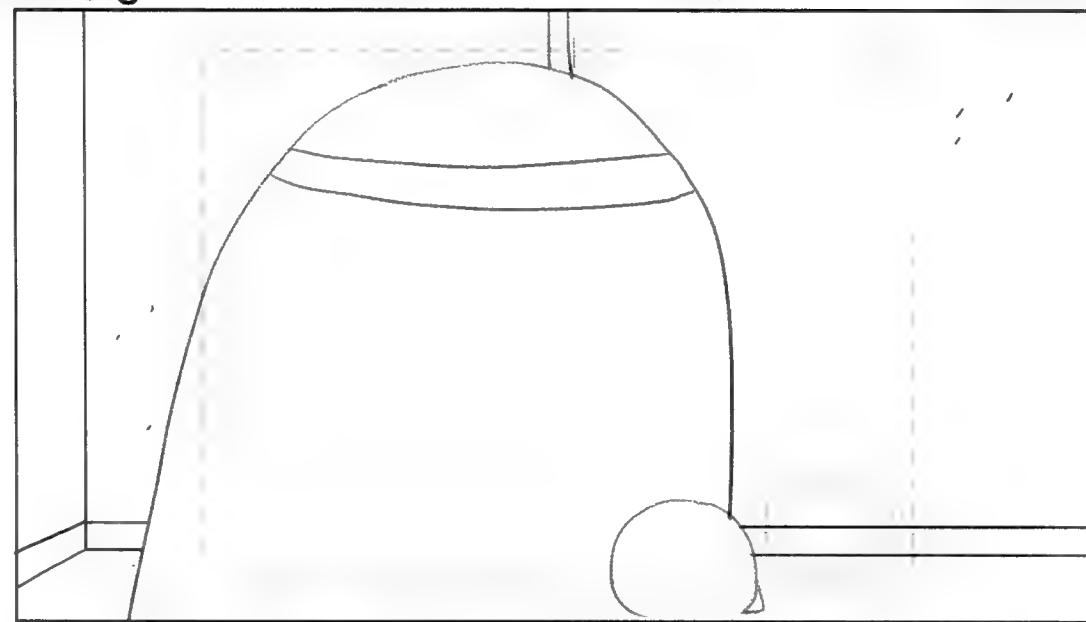


Sc. 86

Pnl. A

Bg.

day night



Dialog:

Pep B : Wait! We were so close to a breakthrough,

Action:

Timing:

Page 157

EPISODE #

Production :

1042-256

ADVENTURE TIME

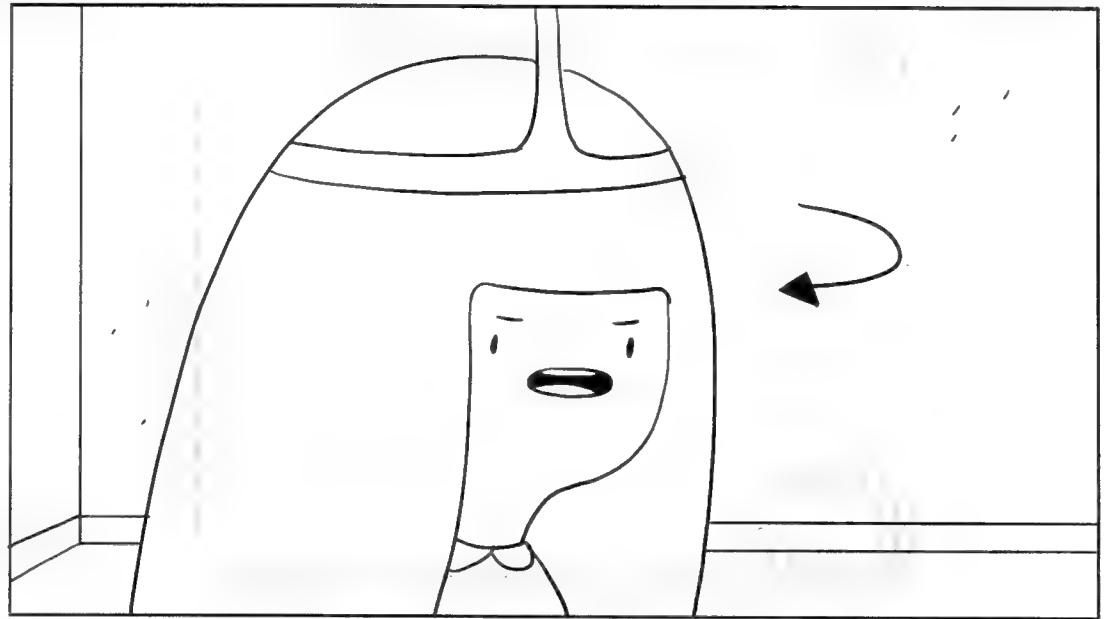


Sc. 86

Pnl. B

Bg.

day night

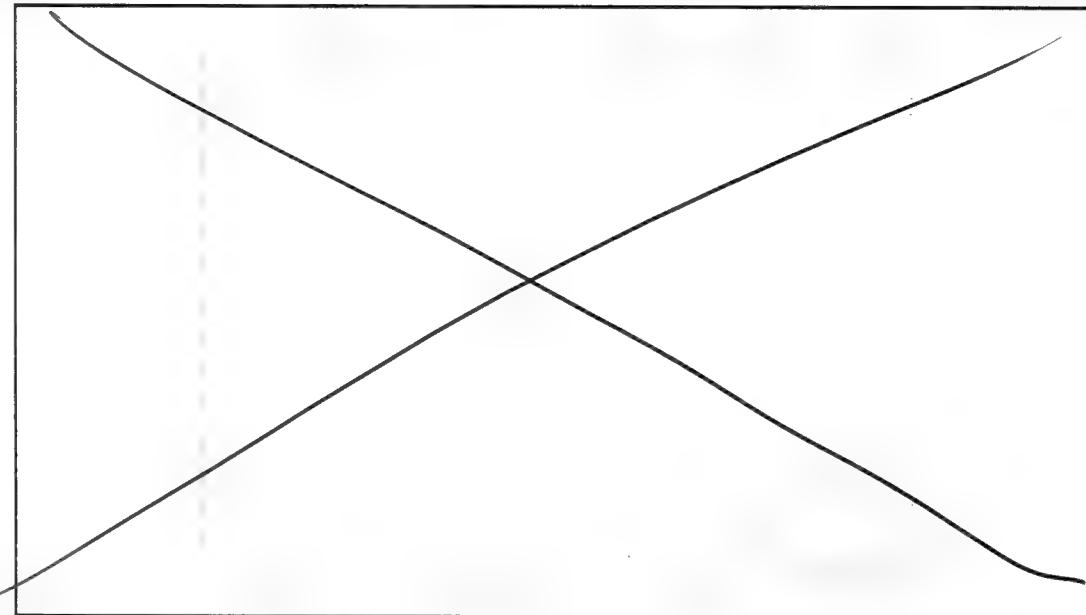


Sc.

Pnl.

Bg.

day night



Dialog:

PB: I don't have time for breakthroughs.

Action:

- PB TURNS TO LOOK AT PEP-BUT.

Timing:

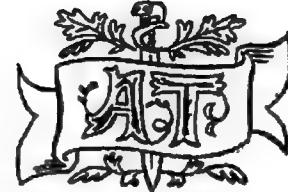
Production :

EPISODE #

1.042-256

Page 158

ADVENTURE TIME



Page 158A

Sc. 86A

Pnl. A

Bg.

day night



Sc. 86A

Pnl. B

Bg.

day night



EPISODE #

Dialog:



GUMBALL
GUARDIANS
"SLEEPING"

BANANA GUARD #1: ^(0/5) C'MON, C'MON ...

Action: - CRYSTAL
FORTUNE
TELLER
FLOATS ON/S

- crystal fortune-teller flies toward Candy Kingdom

Timing:

Production :

ADVENTURE TIME



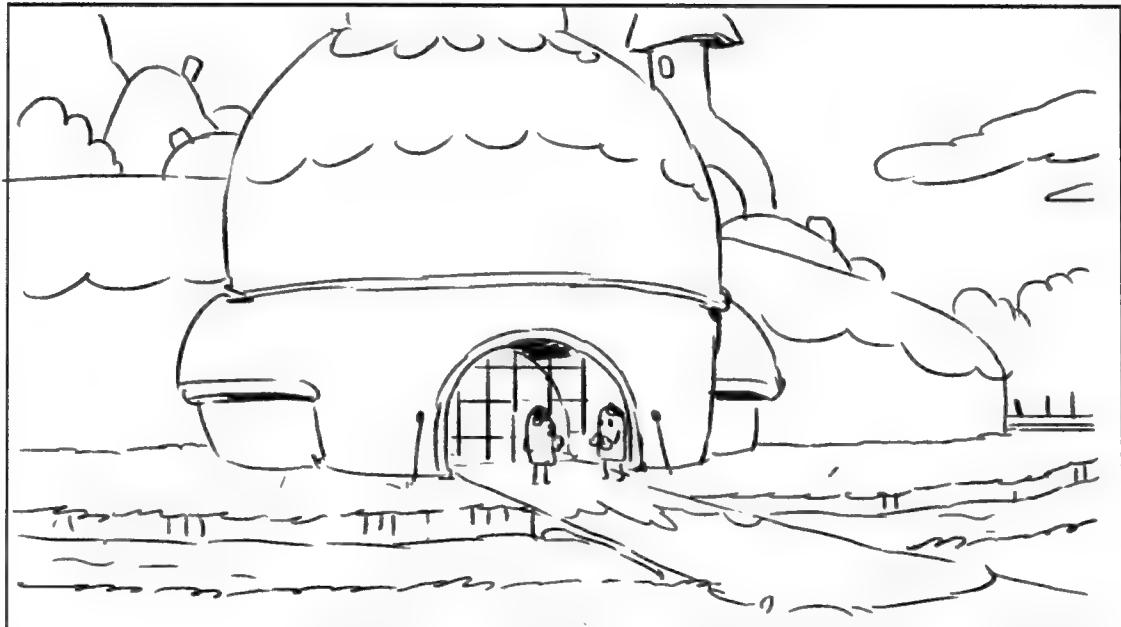
Page 159

Sc. 87

Pnl. A

Bg.

day night

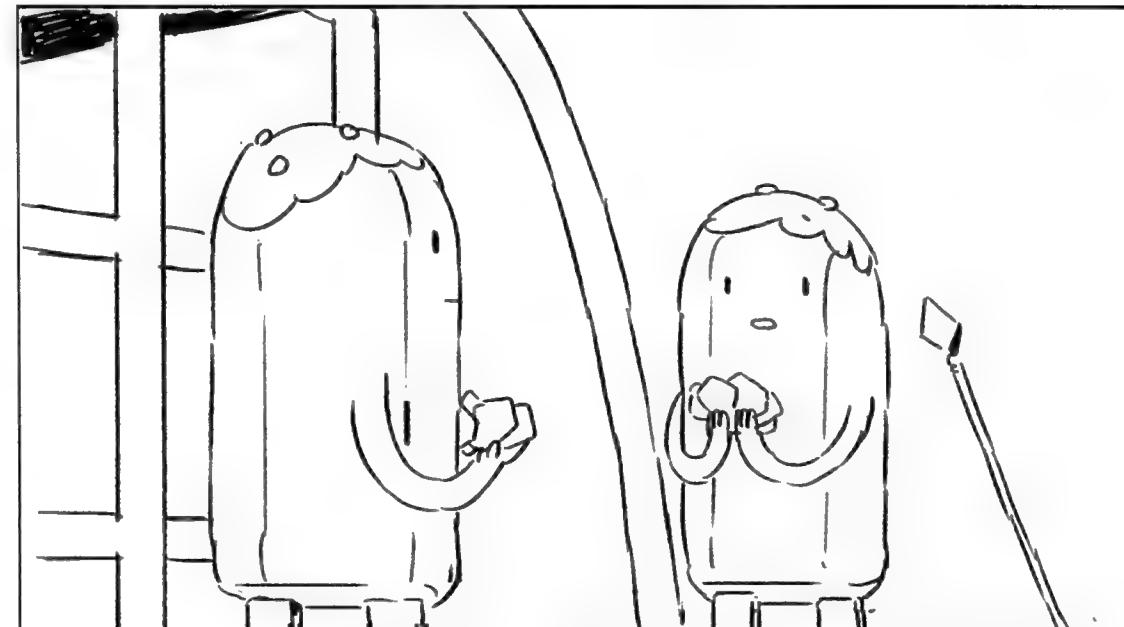


Sc. 88

Pnl. A

Bg.

day night



1042-256

EPISODE #

Dialog:

BG#1 : GIMMIE A GOOD DEAL
THIS TIME.

BG#2 : OK, I'LL TRADE YOU A PIG...
FOR AN...

Action:

(BananaGuardians trading 'Card Wars' cards)

Timing:



Production :

ADVENTURE TIME



Page 160

Sc. 88

Pnl. B

Bg.

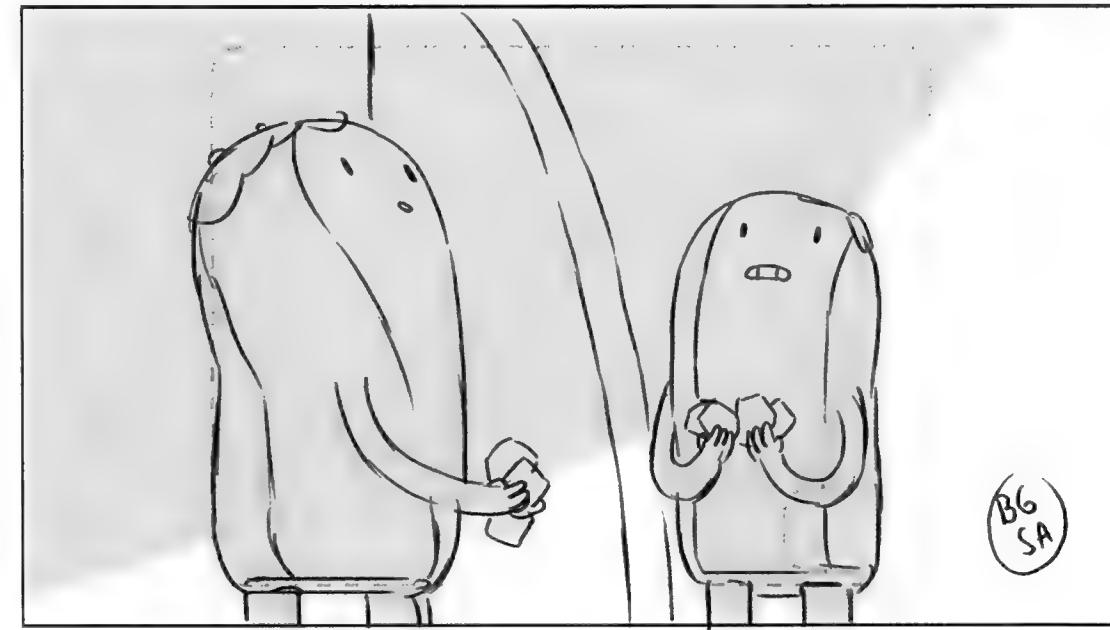
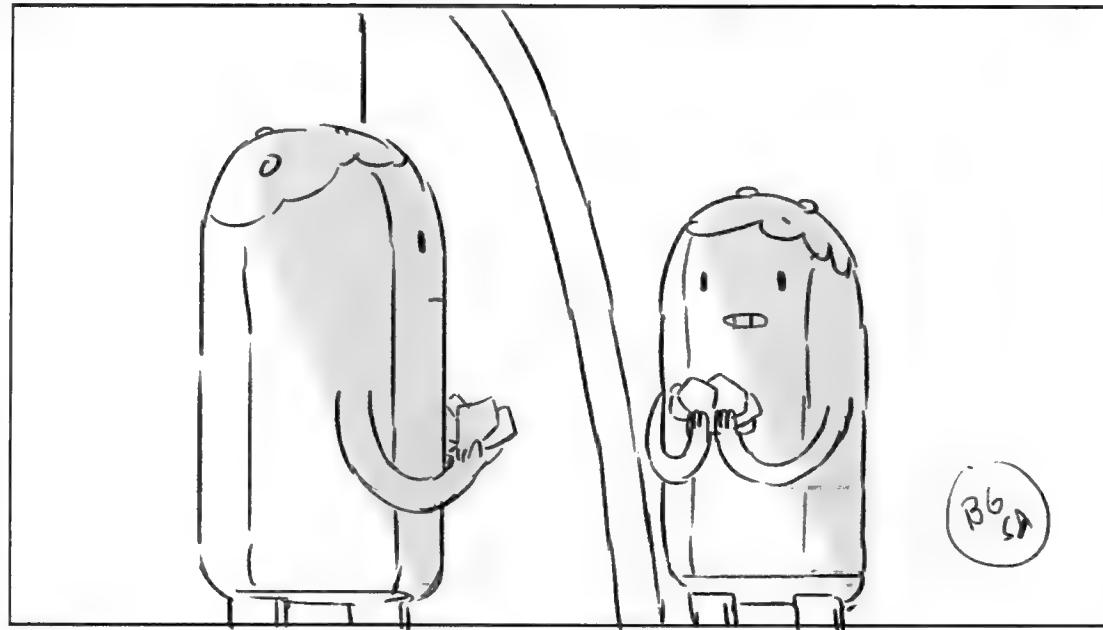
day night

Sc. 88

Pnl. C

Bg.

day night



Dialog:

BG#2 : ... ANCIENT SCHOLARRR--

BG#2 : -- RRR-UH-OH.

Action:

(a shadow pass over)

- B.GUARDS LOOK UP.

Timing:

1042-250

EPISODE #

Production :

ADVENTURE TIME



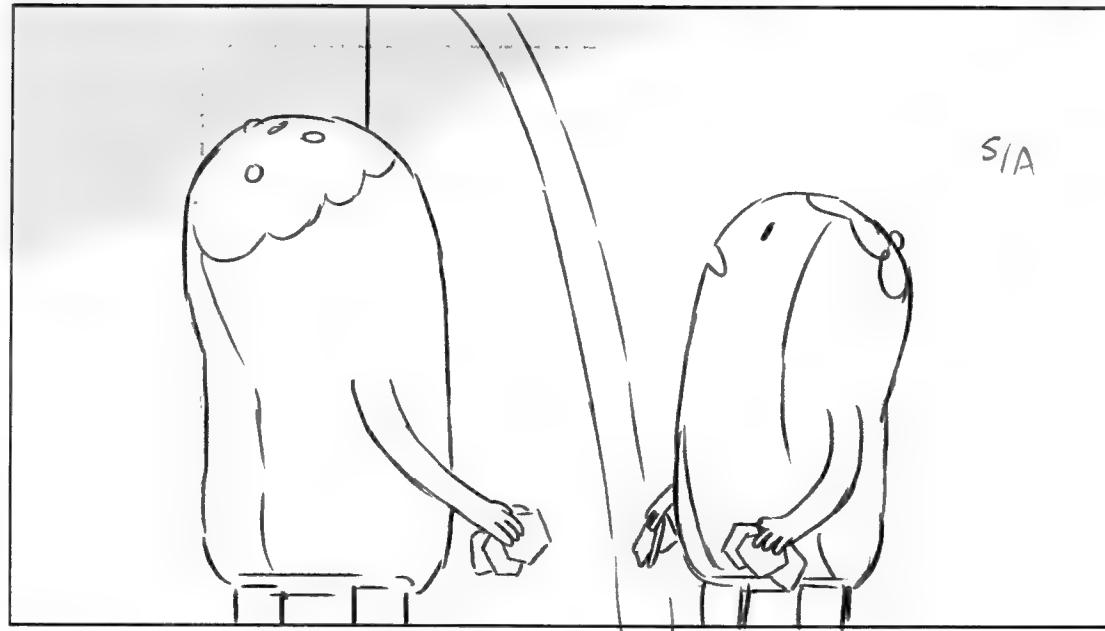
Page 161

Sc. 88

Pnl. 0

Bg.

day night

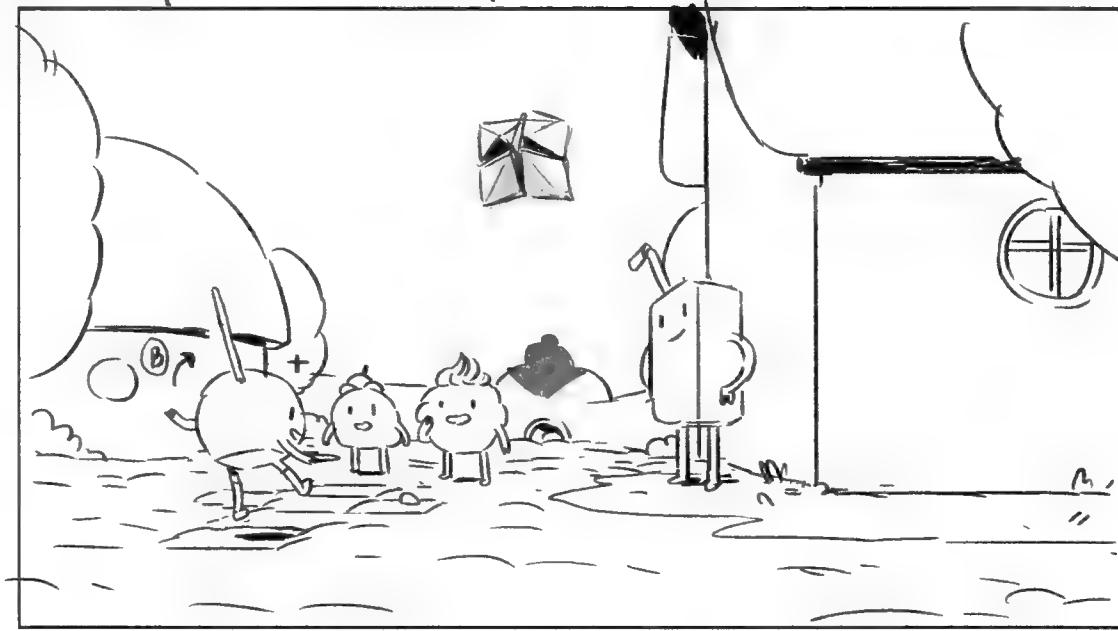


Sc. 89

Pnl. A

Bg.

day night

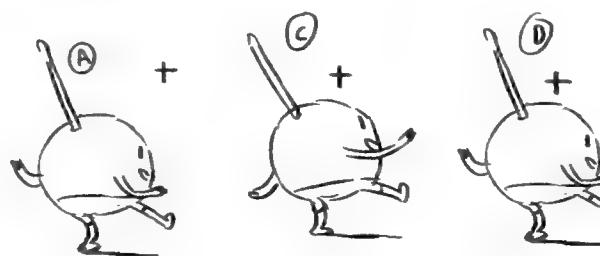


EPISODE # 1042-250

Production :

Dialog:

BG #1: PRETTY.



Action:

(kids playing
hopscotch)

Timing:

A, B, C, D, C, D

ADVENTURE TIME

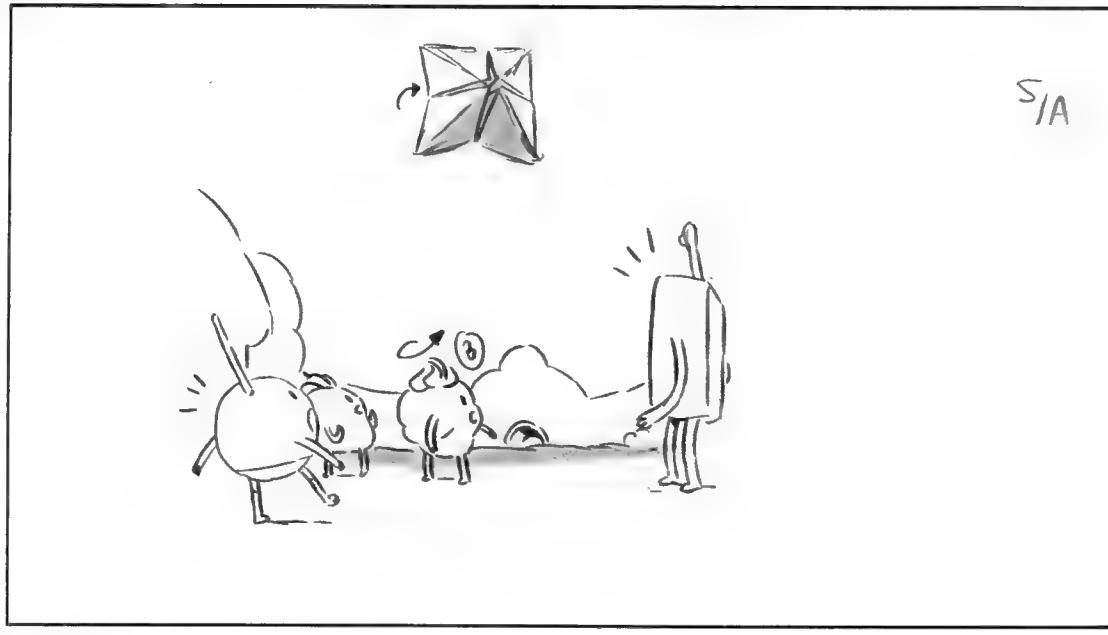


Sc. 89

Pnl. B

Bg.

day night

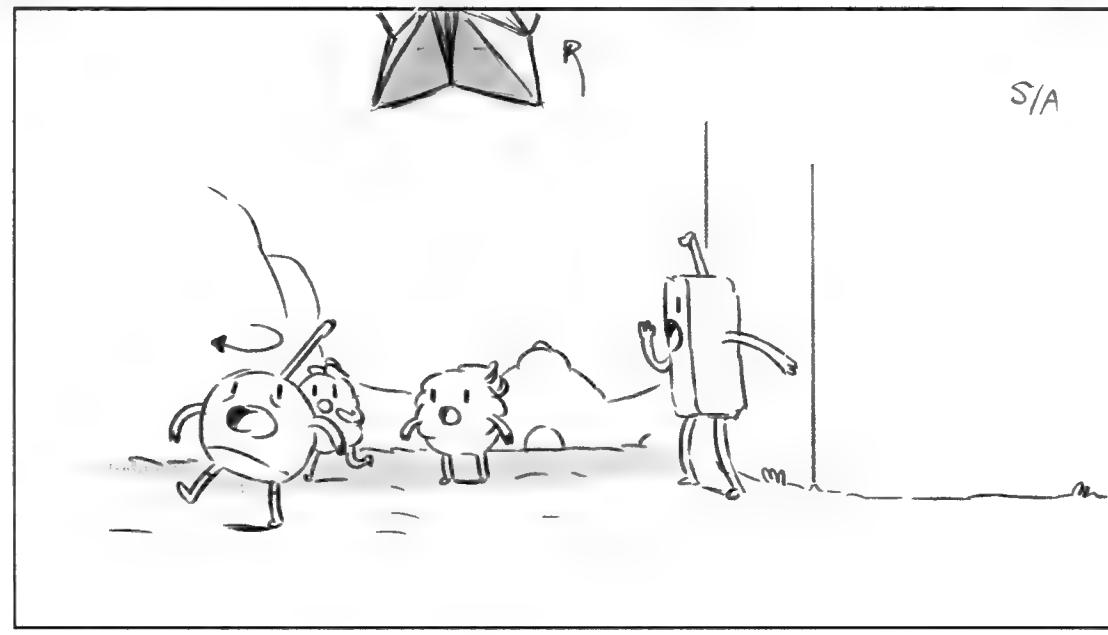


Sc. 89

Pnl. C

Bg.

day night



Page 162

EPISODE # 1042-250

Production :

Dialog:

SFX: * WHOOSH/RUMBLING *

JUICE BOX: RUN SKIBLUES !!

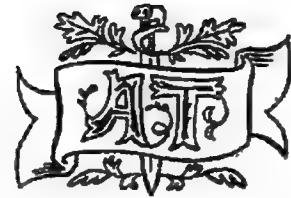
Action:



~ FORTUNE TELLER
FLOATS CLOSER.

Timing:

ADVENTURE TIME



Sc. 89

Pnl. D

Bg.

day night

Sc. 89

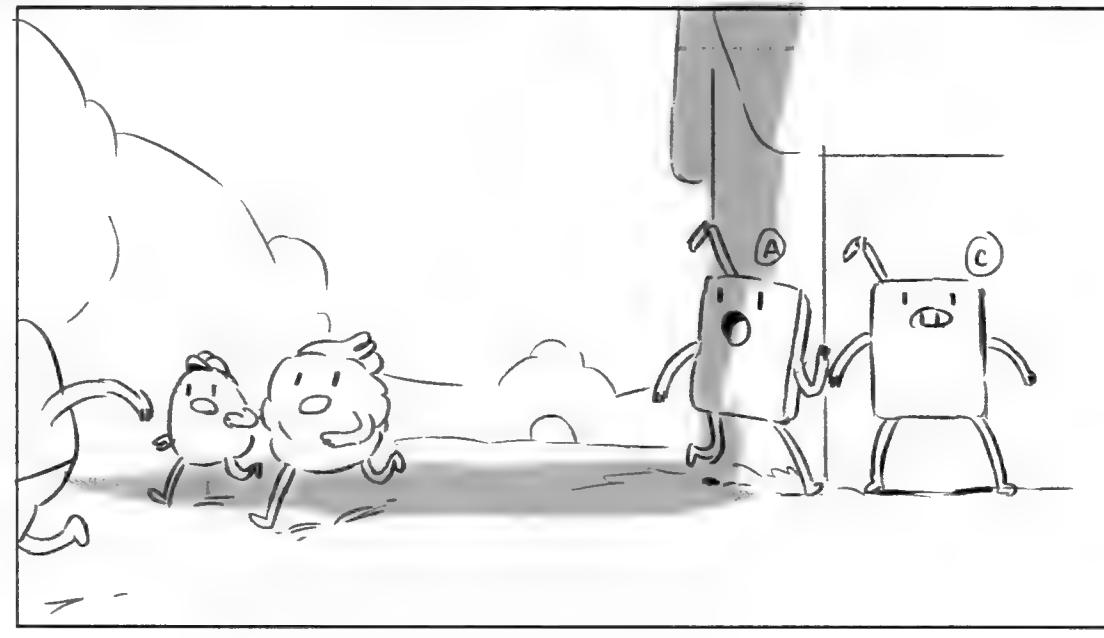
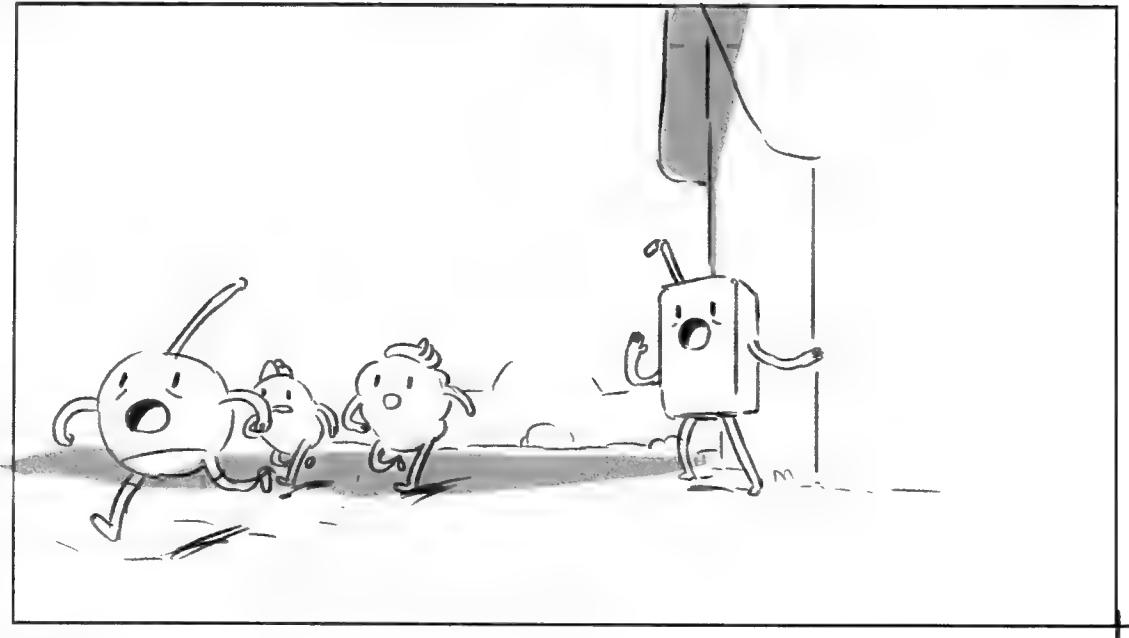
Pnl. E

Bg.

day night

Page

103



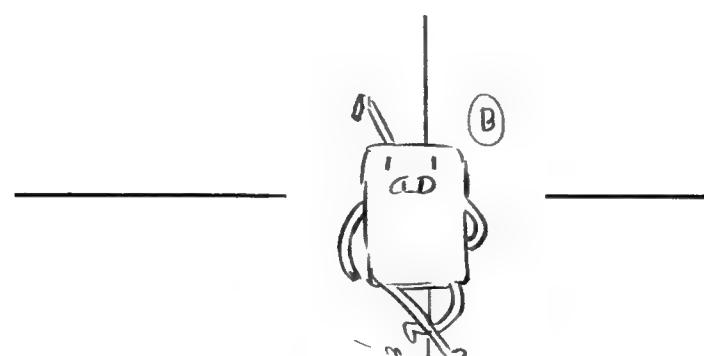
Dialog:

JB: RUN LIKE SYRUP!!

Action:

- CANDY KIDS RUN

Timing:



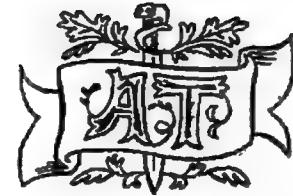
JUICE BOX.
(hides round the edge)

Production :

1042-250

EPISODE #

ADVENTURE TIME



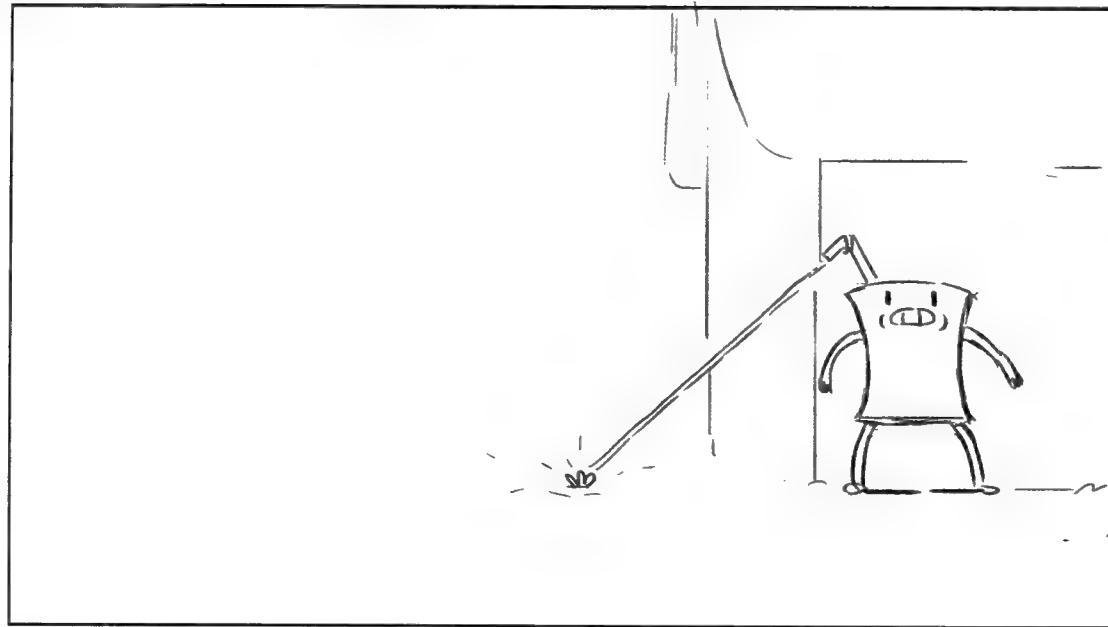
164
Page _____

Sc. 89

Pnl. F

Bg.

day night

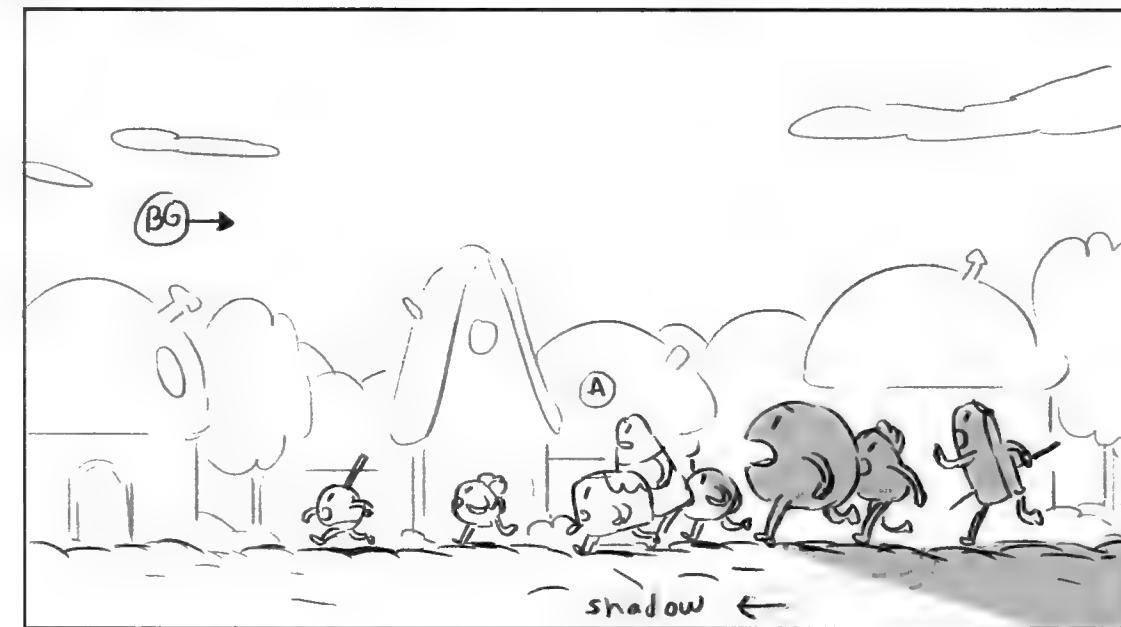


Sc. 90

Pnl. A

Bg.

day night



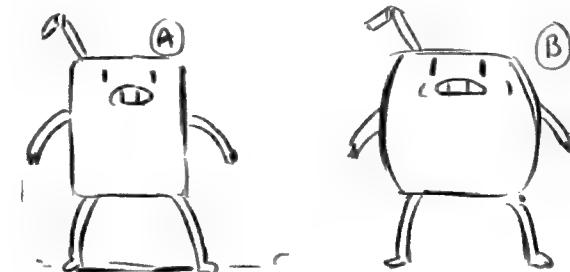
1042-250

EPISODE #

Production :

Dialog:

SFX: (tinkle sound)



CANDY PPL: PRINCESS BUBBLEGUM! PRINCESS BUBBLEGUM!

Action:

- SHADOW CONTINUES 9s.

(Like taking a deep breath)



Timing:

- JUICEBOX INHALES/ SHOOTS OUT JUICE STREAM.

ADVENTURE TIME

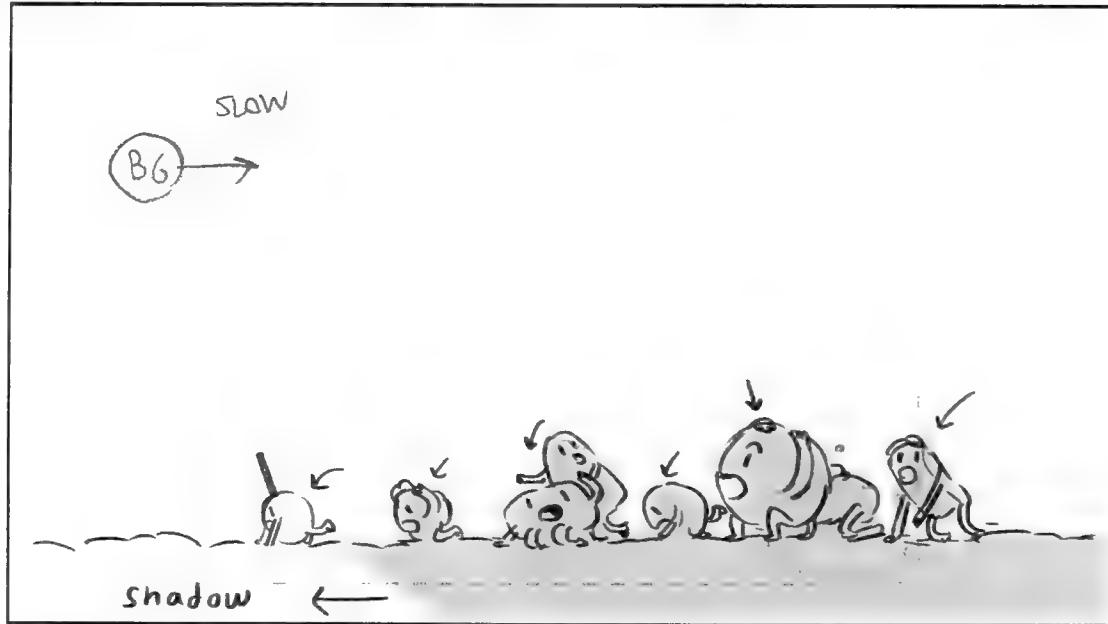


day night

Sc. 90

Pnl. B

Bg.

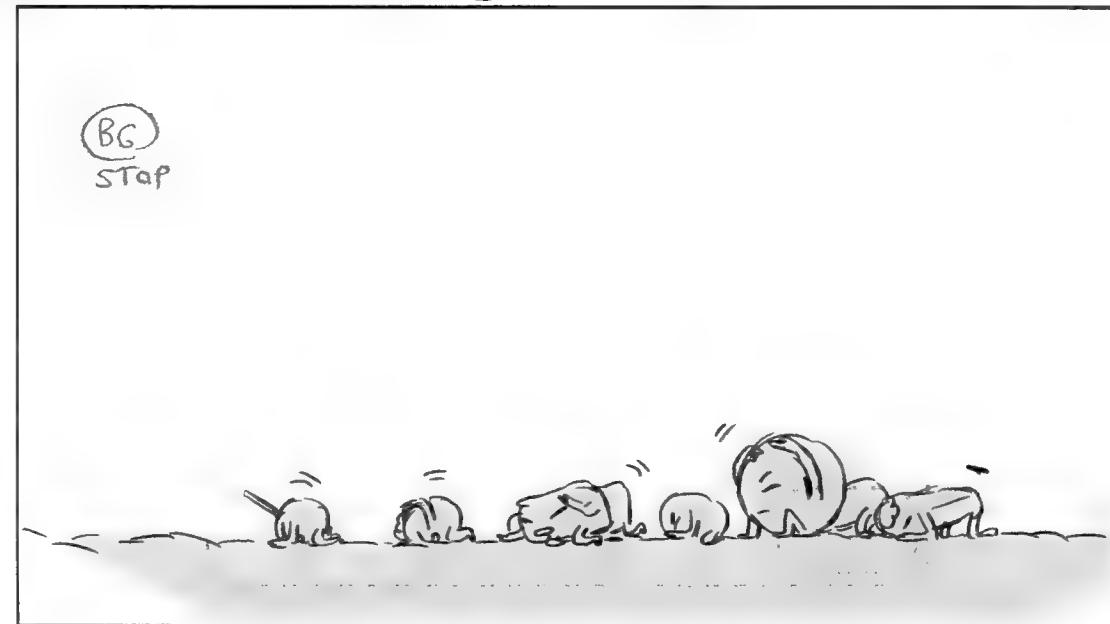


Sc. 90

Pnl. C

Bg.

day night



Page 165

Dialog:

CANDY PPL: PRINCESS -- AHH!!

Action:

- SHADOW OVERTAKES CANDY PEOPLE, THEY DUCK.

(nervous)

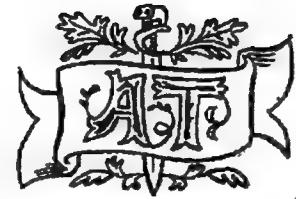
Timing:

1042-250

EPISODE #

Production :

ADVENTURE TIME



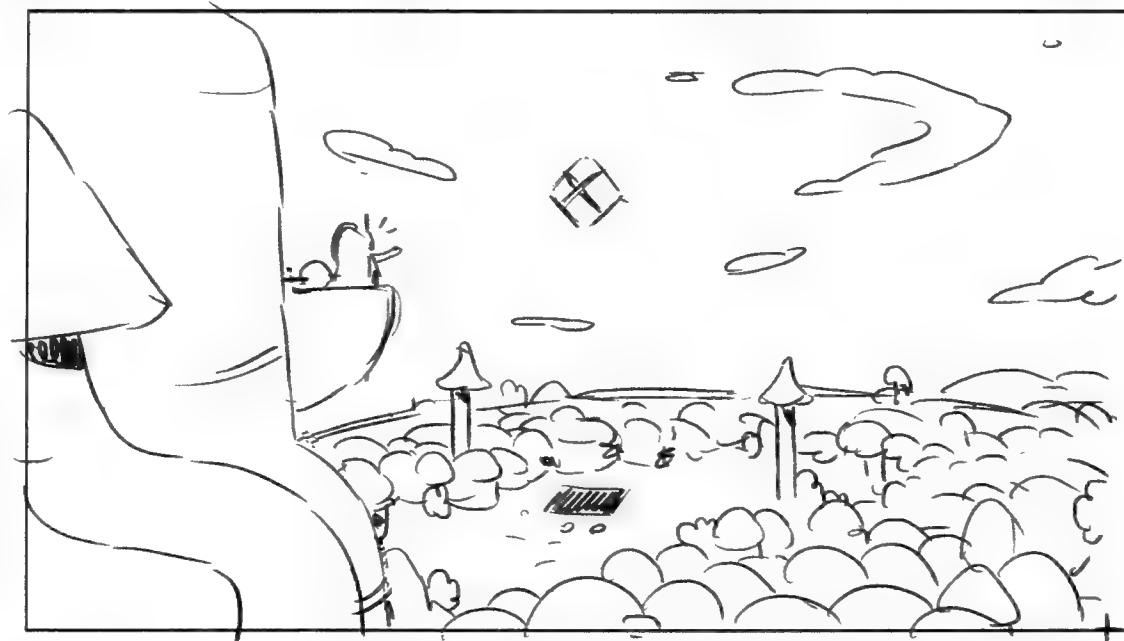
Page 166

Sc. 91

Pnl. A

Bg.

day night

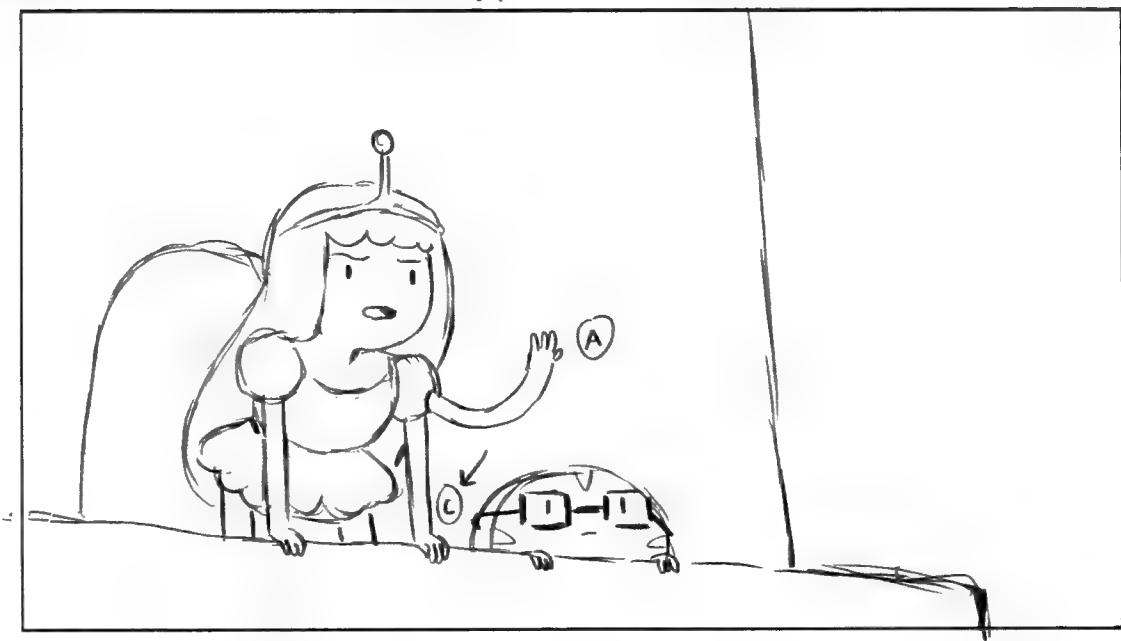


Sc. 92

Pnl. A

Bg.

day night



Dialog:

PB: SEE WHAT I MEAN?!

PB: THIS IS WHAT I HAVE TO DEAL WITH

Action:

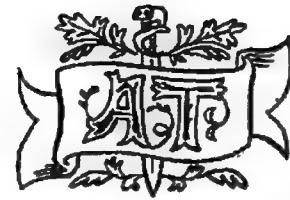
- FT FLOATS ABOVE COWLING
CANDY PEOPLE.

Timing:

A, B, A, C



ADVENTURE TIME



167
Page

Sc. 92

Pnl. B

Bg.

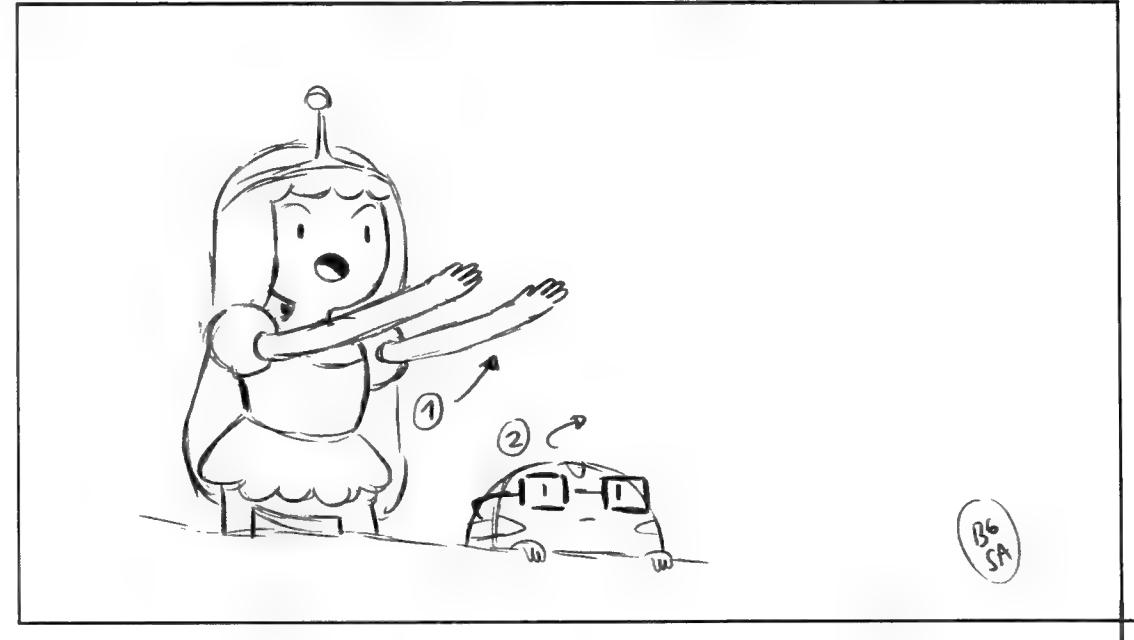
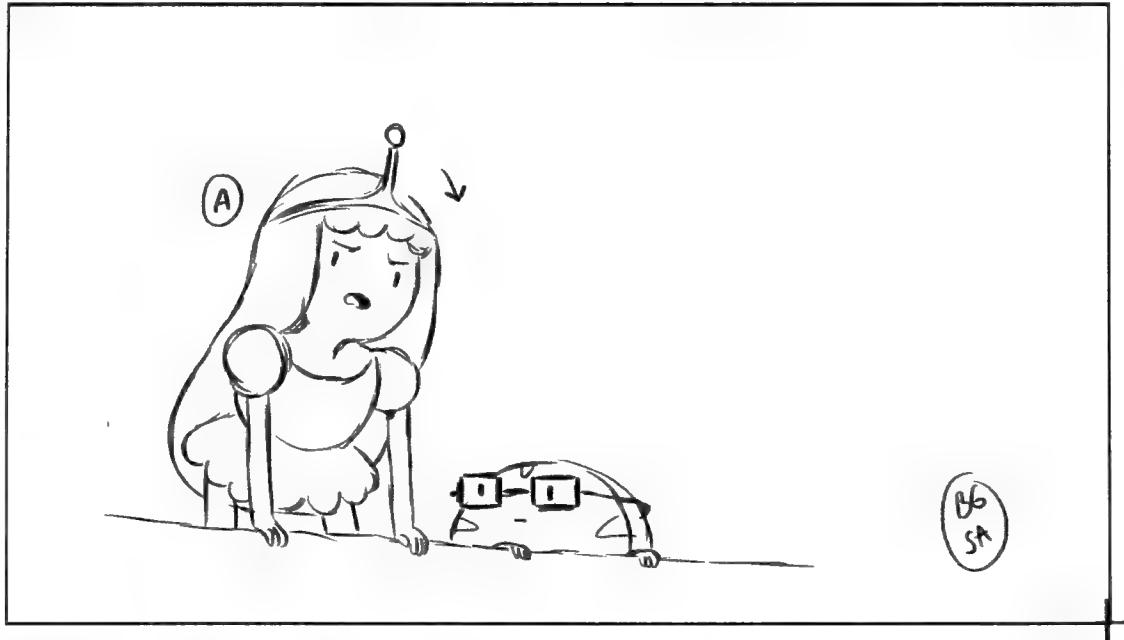
day night

Sc. 92

Pnl. C

Bg.

day night



Dialog:

PB: ^(A) GIANT, ^(B) MYSTERIOUS,
^(C) WANNABE HEXAFEXAGON -

PB: - CRYSTAL CREATURES!

Action:



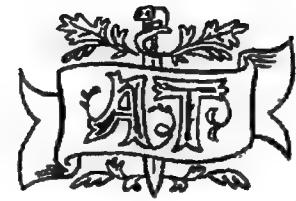
Timing:

EPISODE #

Production :

1042-250

ADVENTURE TIME



Page 168

Sc. 92

Pnl. D

Bg.

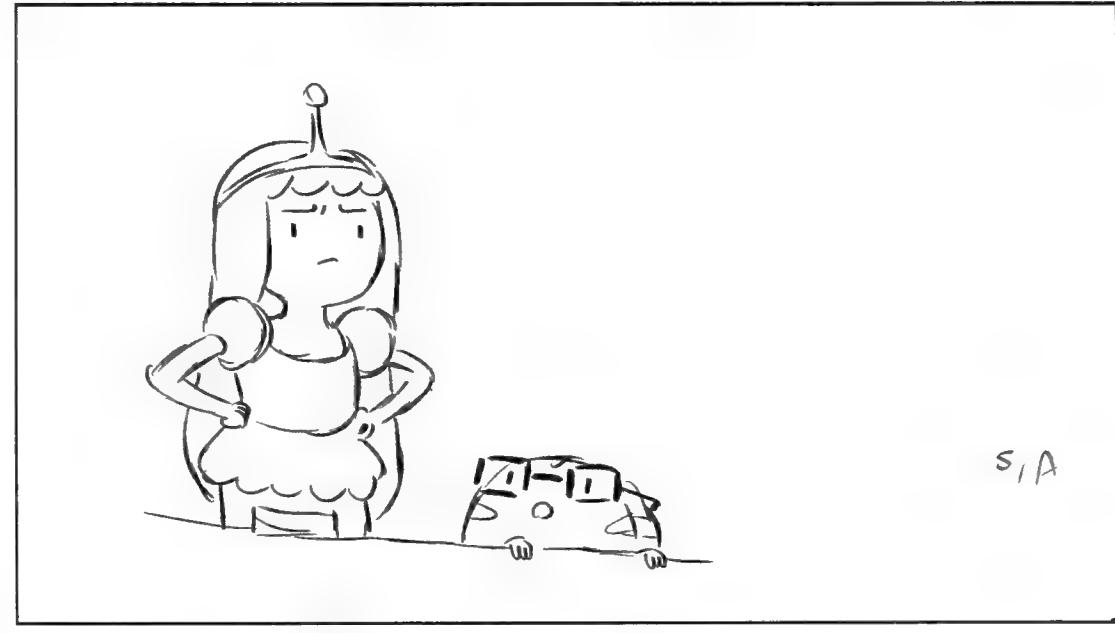
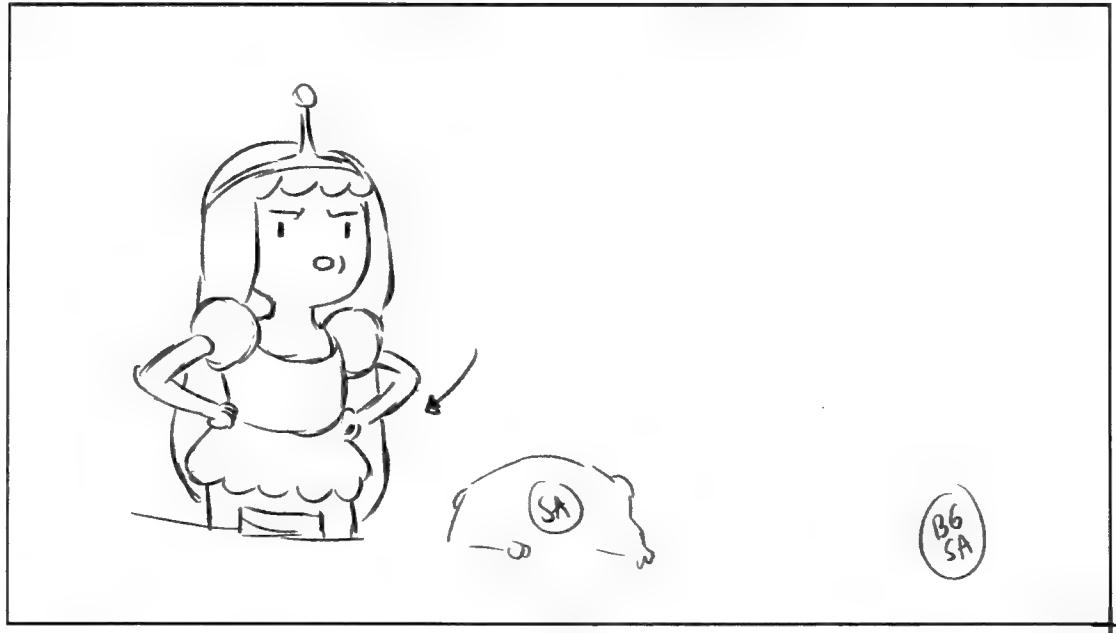
day night

Sc. 92

Pnl. E

Bg.

day night



Dialog:

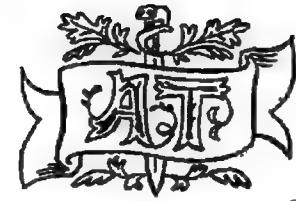
PB: (PFH!)

PEP: ALLOW ME PRINCESS.

Action:

Timing:

ADVENTURE TIME



Sc. 92

Pnl. F

Bg.

day night

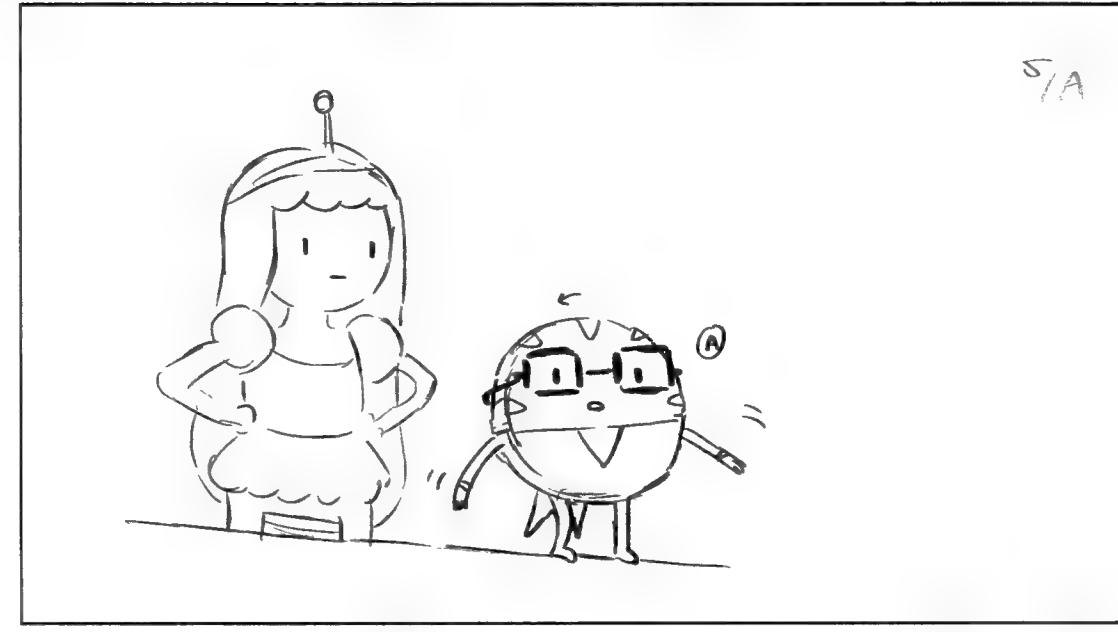
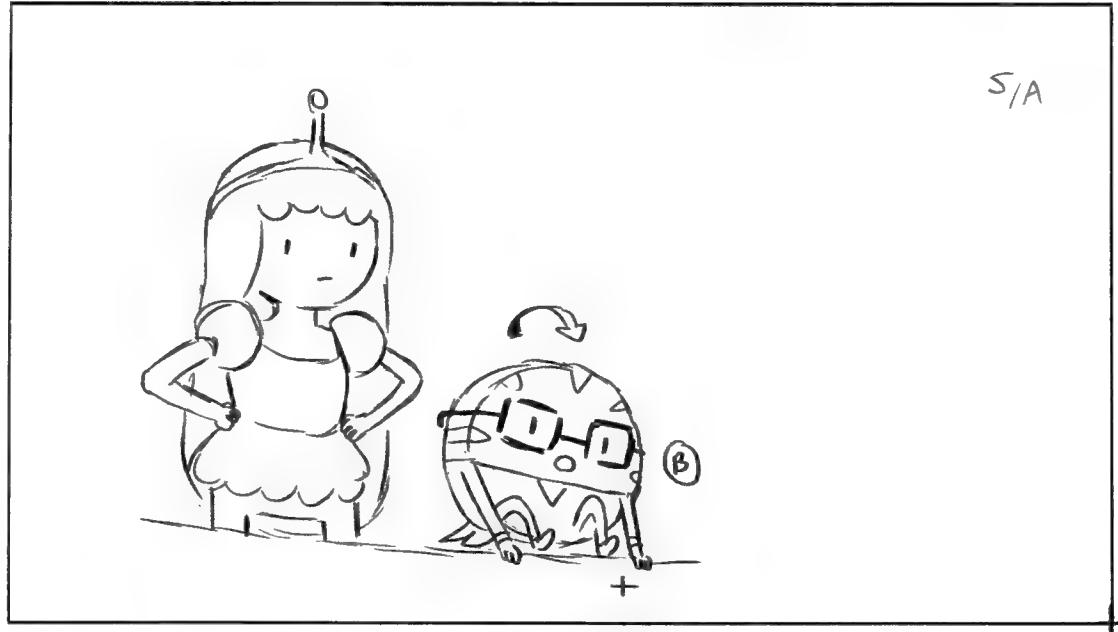
Sc. 92

Pnl. G

Bg.

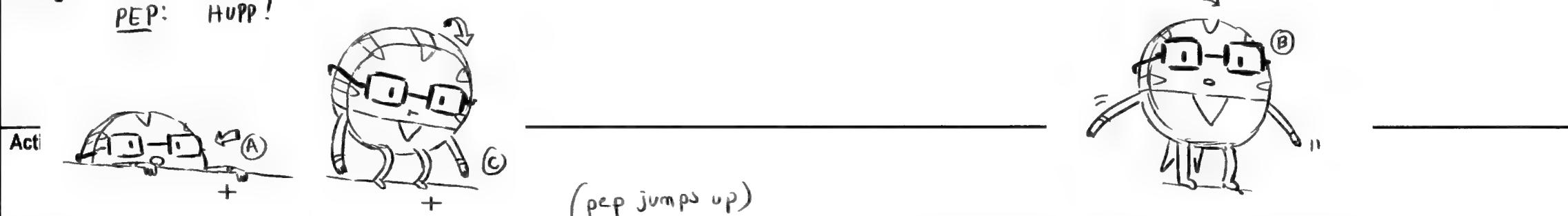
day night

Page 169



Dialog:

PEP: HUPP!



(pep jumps up)

(quick, small wiggles from side to side)

A,B,A

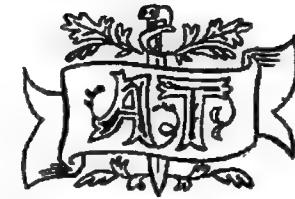
Timing:

1042-250

EPISODE #

Production :

ADVENTURE TIME



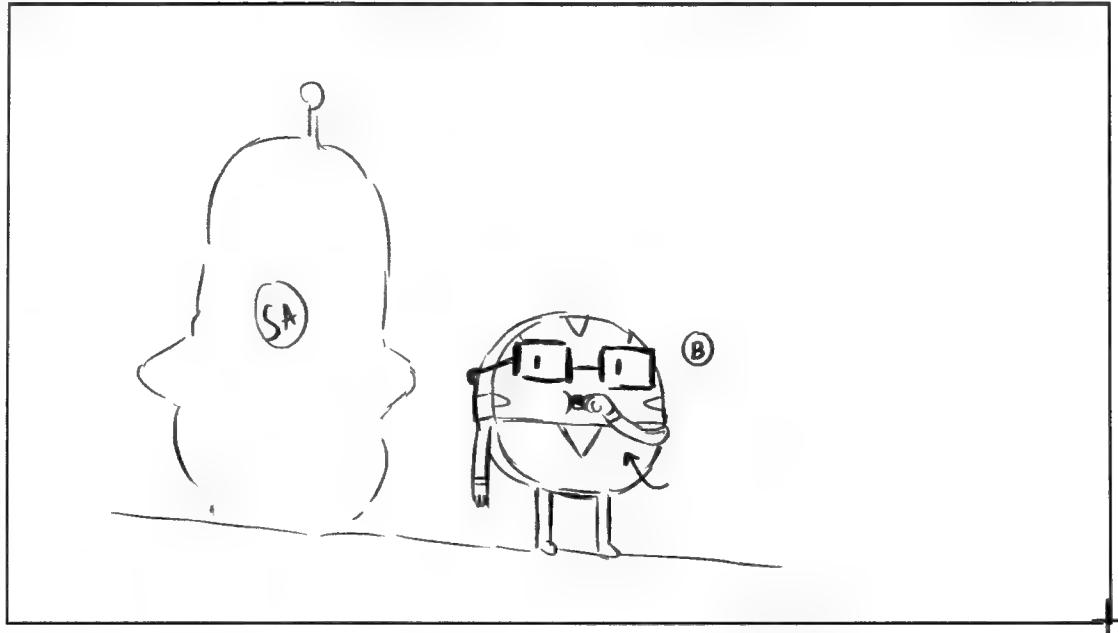
Page 170

Sc. 92

Pnl. H

Bg.

day night

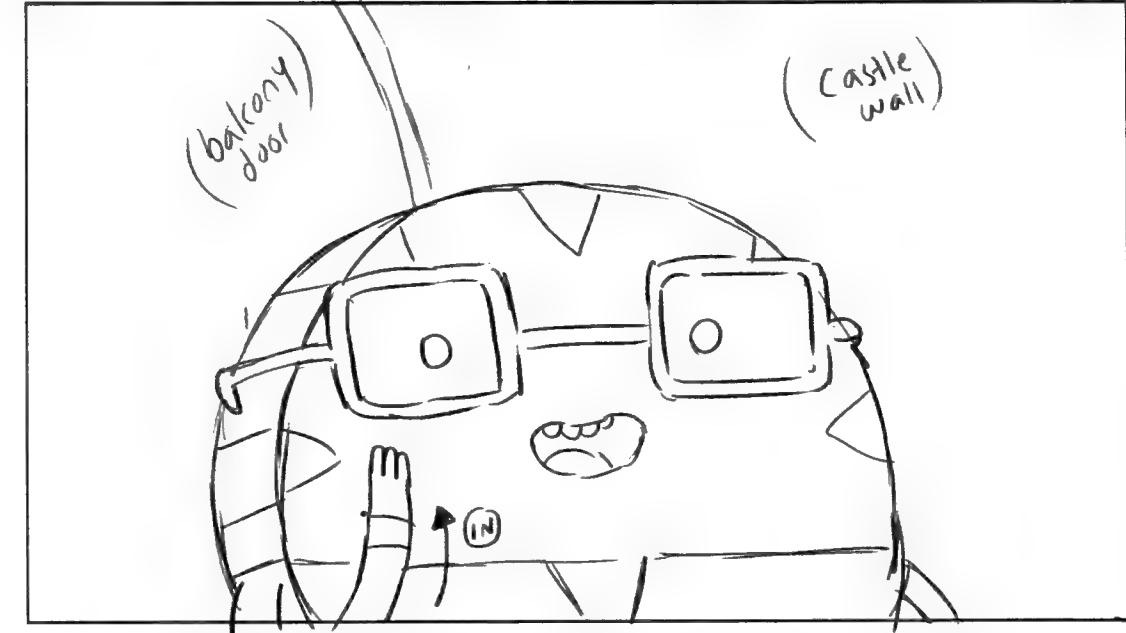


Sc. 93

Pnl. A

Bg.

day night



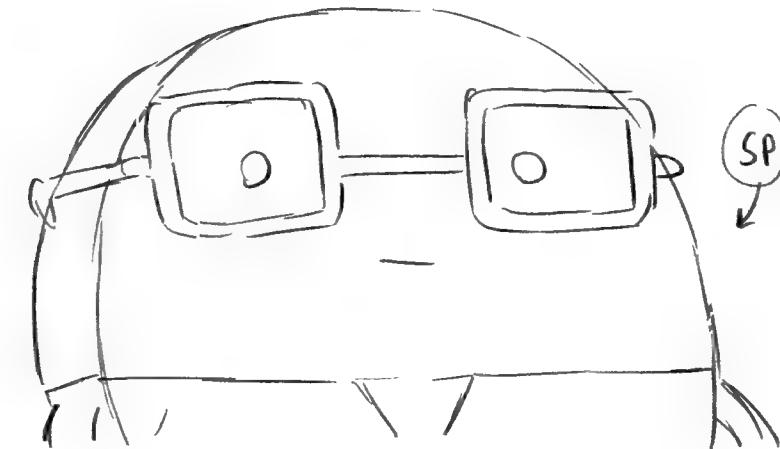
Dialog: PEP: [CLEAR THROAT]

PEP: HEY CRYSTAL ENTITY!

Action: (wiggle stops)



Timing:

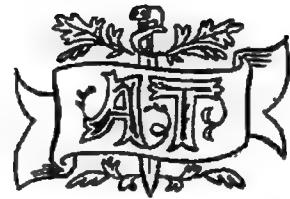


Production :

1042-250

EPISODE #

ADVENTURE TIME



Page 171

Sc. 93

Pnl. B

Bg.

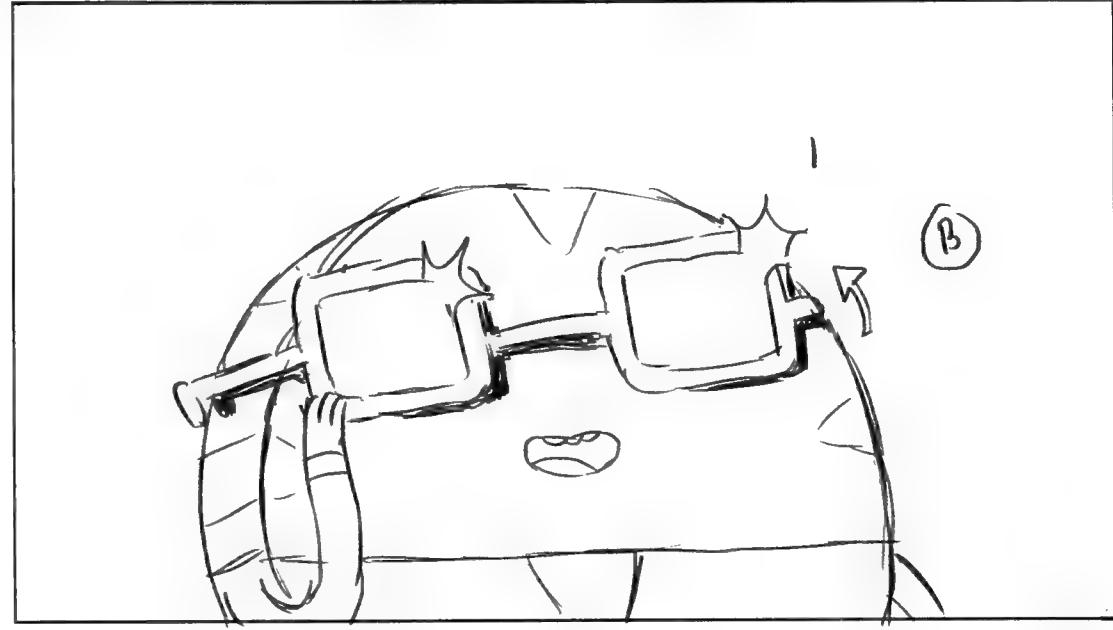
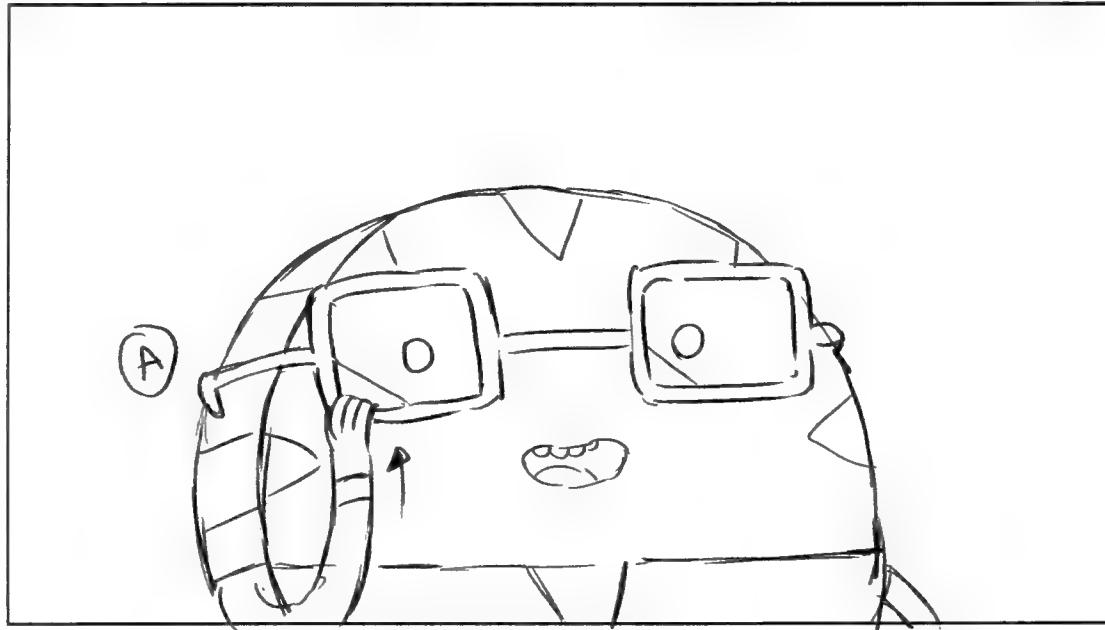
day night

Sc. 93

Pnl. C

Bg.

day night

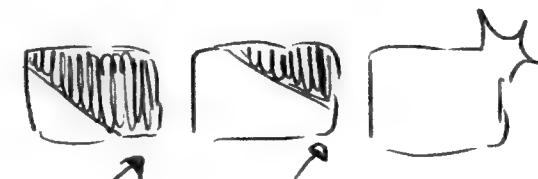


Dialog:

PEP : KINDLY STATE YOUR BUSINESS
BEFORE THE PRINCESS ... --

Action:

Timing:



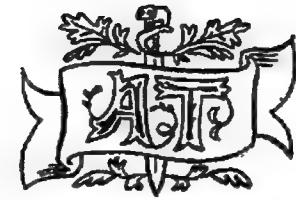
WHITE STRONG REFLECTION
TRAVEL ACROSS GLASSES
ENDING IN A FLASH.
AS HE LIFTS/TILTS
THEM.

Production :

1042-250

EPISODE #

ADVENTURE TIME



Page 172

Sc. 93

Pnl. (D)

Bg.

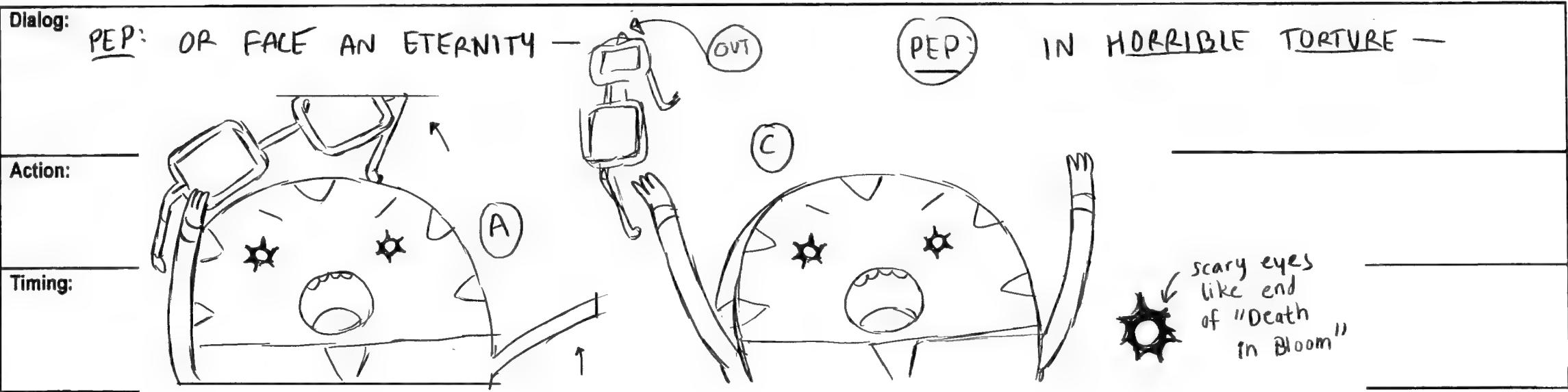
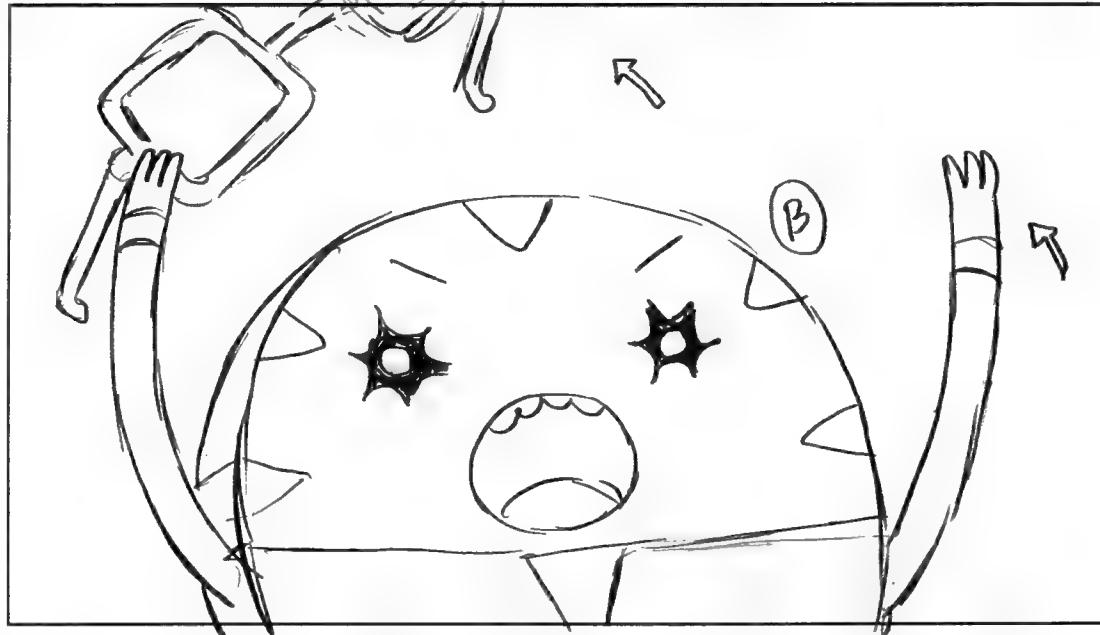
day night

Sc. 93

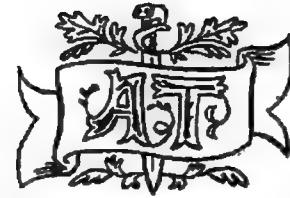
Pnl. E

Bg.

day night



ADVENTURE TIME



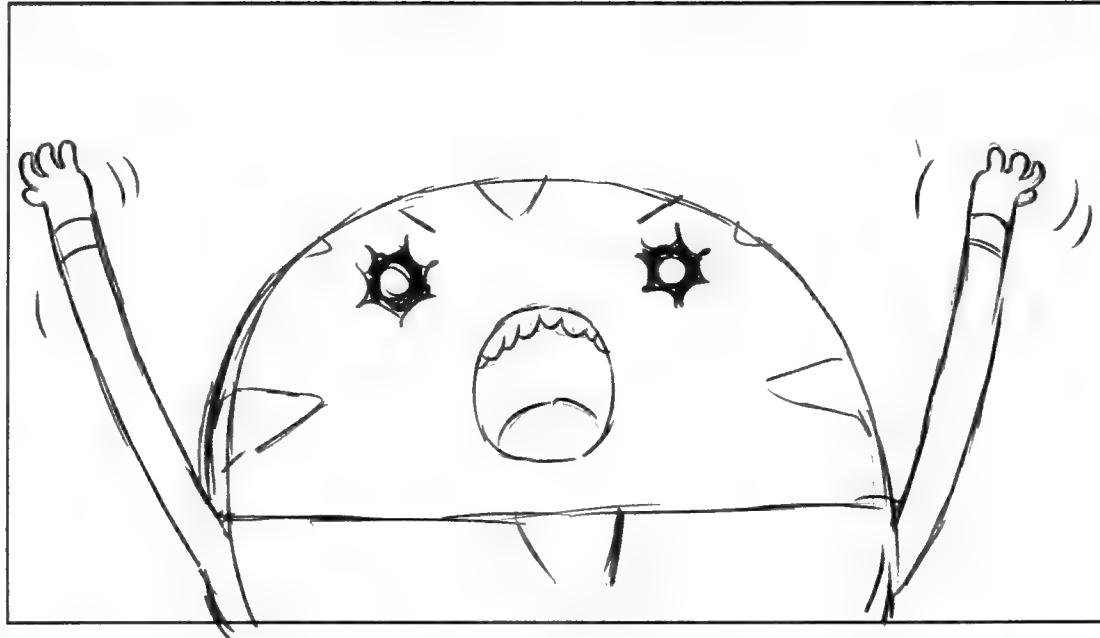
173
Page _____

Sc. 93

Pnl. F

Bg.

day night

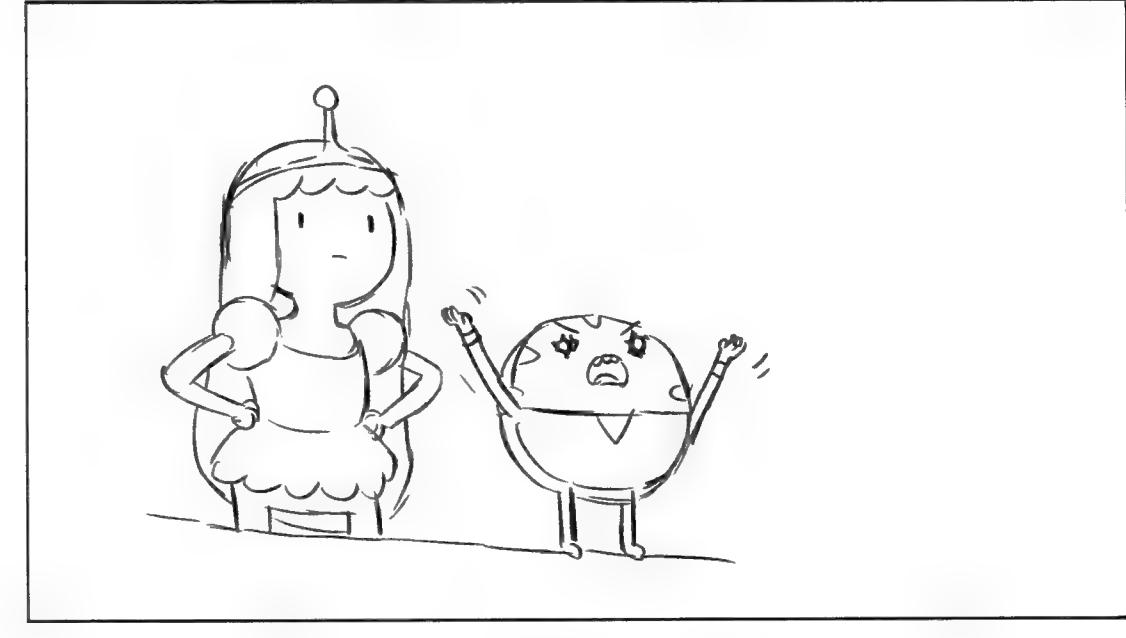


Sc. 94

Pnl. A

Bg.

day night



Dialog:

PEP: AT THE VILE HANDS OF
THE DARK FORCES -

PEP: - I COMMAAAND!!

Action:

- ARMS SHAKE A LITTLE,
LIKE A DRAMATIC PRIEST.

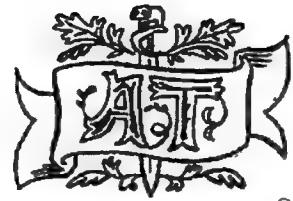
Timing:

1042-250

EPISODE #

Production :

ADVENTURE TIME



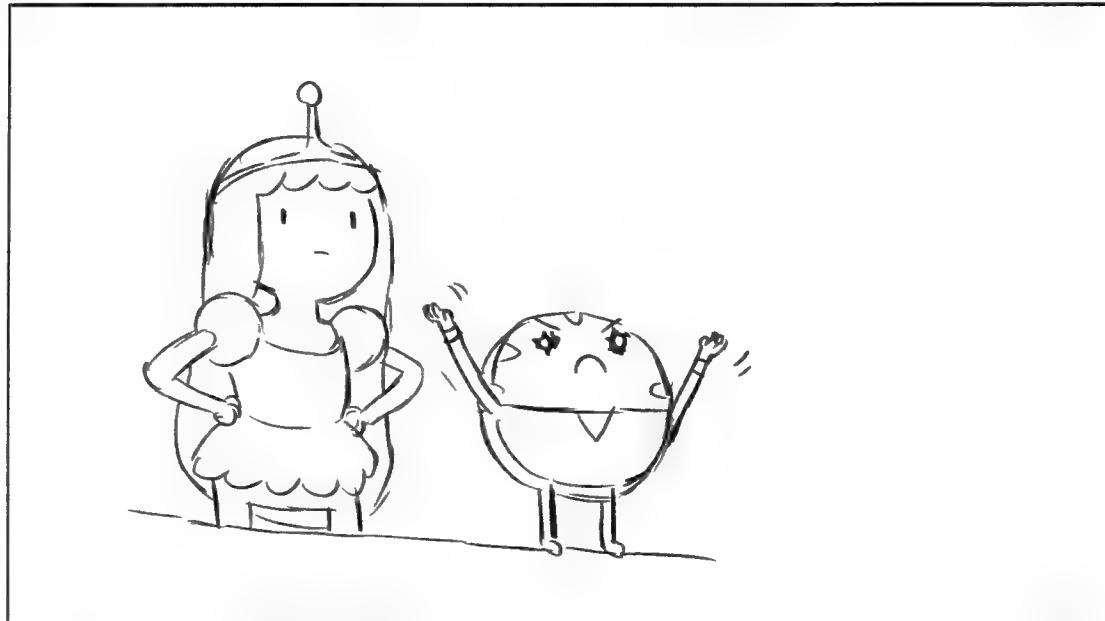
Page 174

Sc. 94

Pnl. B

Bg.

day night

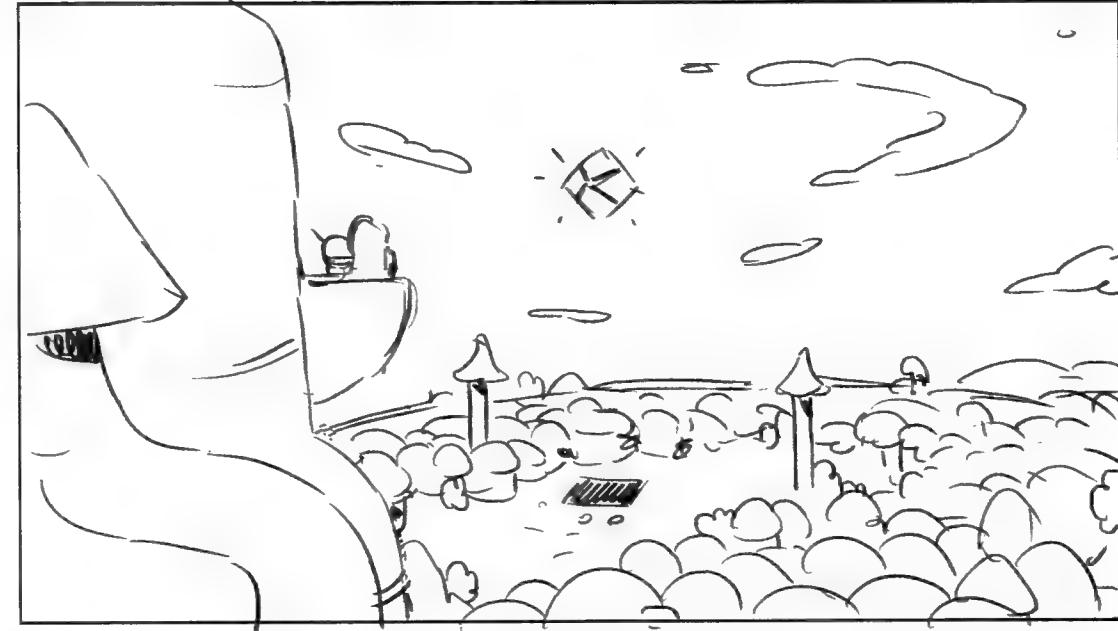


Sc. 95

Pnl. A

Bg.

day night



Dialog:

FORTUNE TELLER: PICK A NUMBER ...

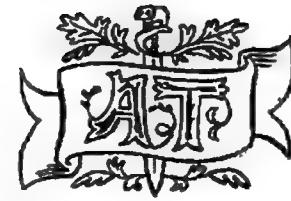
BAT.

Action:

- arms still shaking a bit,

Timing:

ADVENTURE TIME



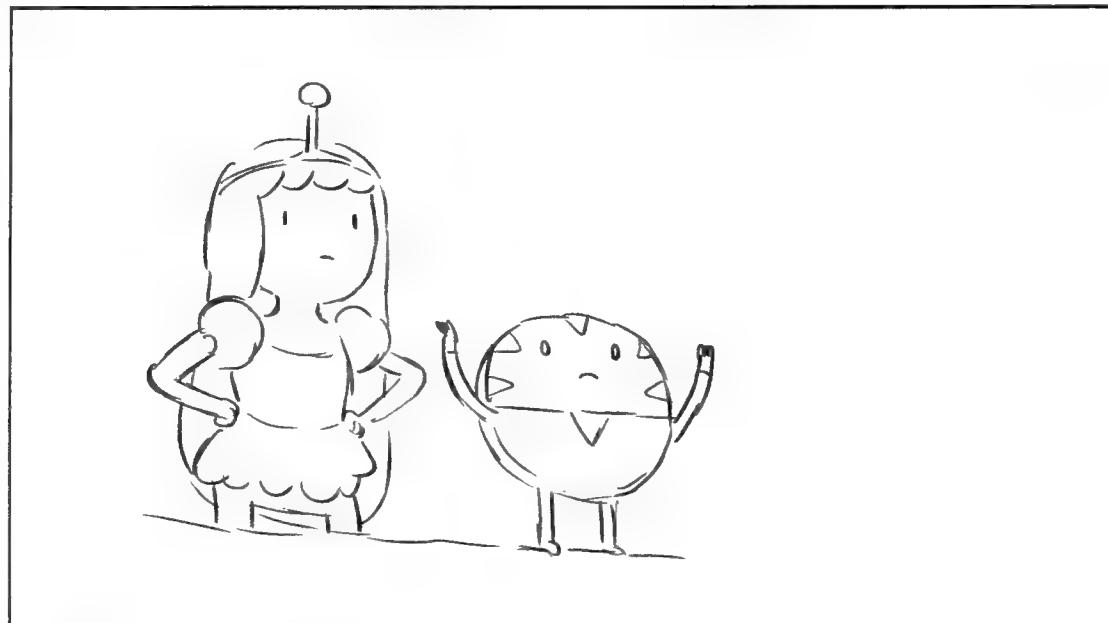
Page 175

Sc. 96

Pnl. A

Bg.

day night

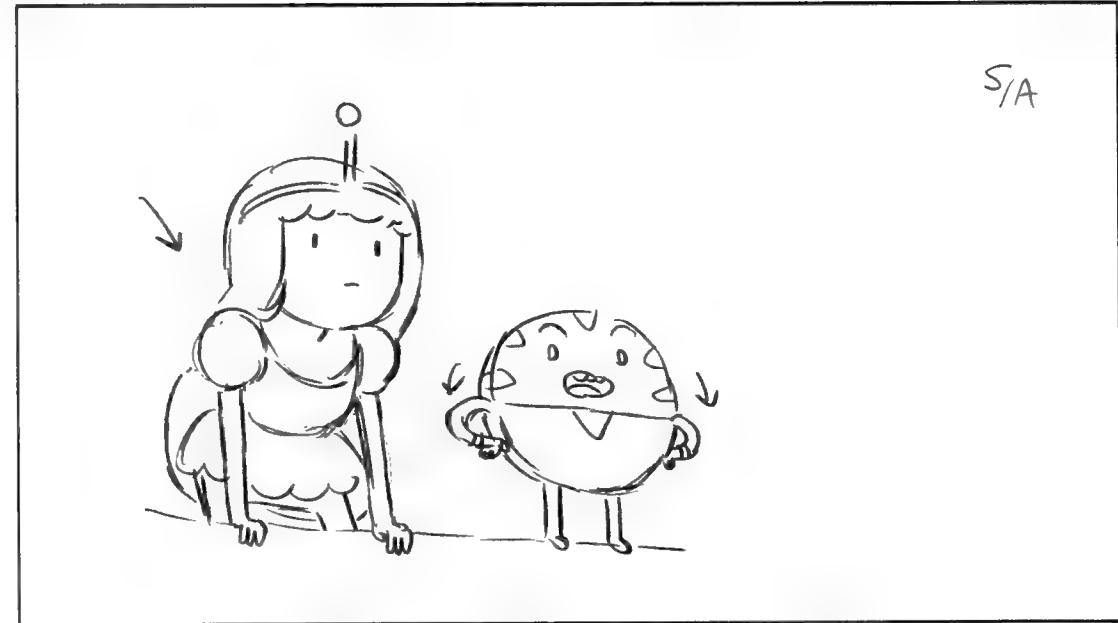


Sc. 96

Pnl. B

Bg.

day night



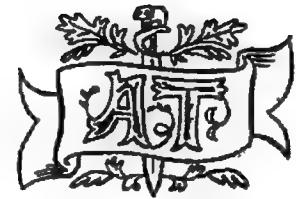
Dialog:

PEP: HAH! THIS IS SOME WEAK
FIRST GRADER MAGICIAN
WE'RE DEALING WITH.

Action:

Timing:

ADVENTURE TIME



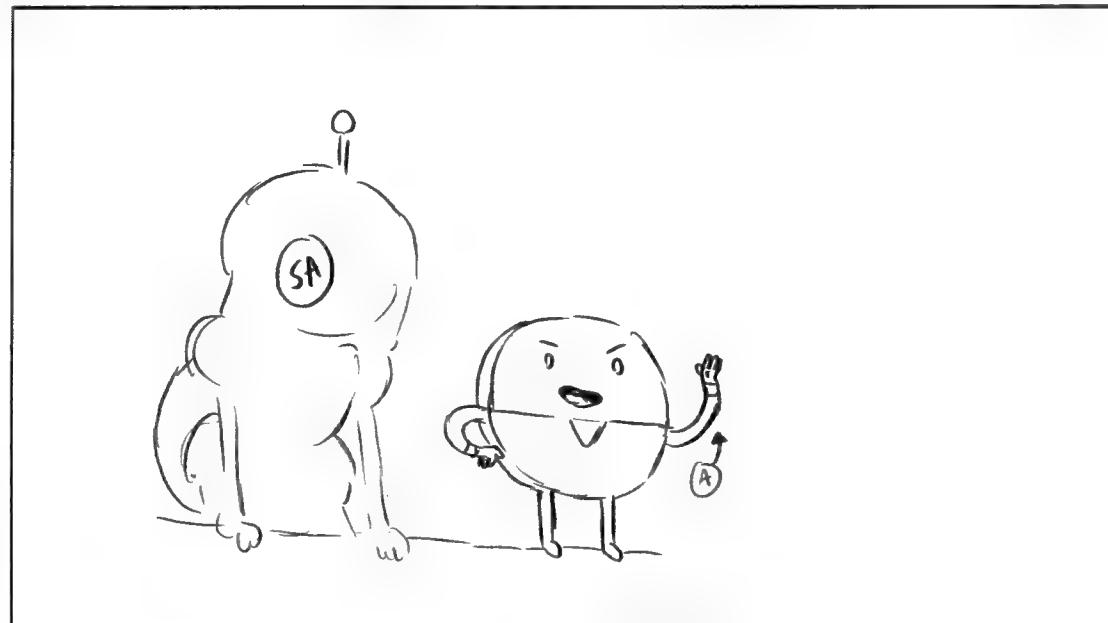
Page 176

Sc. 94

Pnl. C

Bg.

day night



Sc. 97

Pnl. A

Bg.

day night



Dialog:

PEP: ONLY A REAL IDIOT WOULD
FALL FOR THIS GUY.

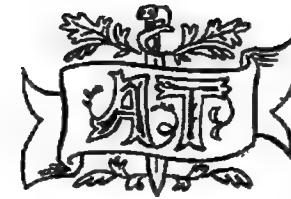
FT: PICK A NUMBER...

Action:



Timing:

ADVENTURE TIME



177

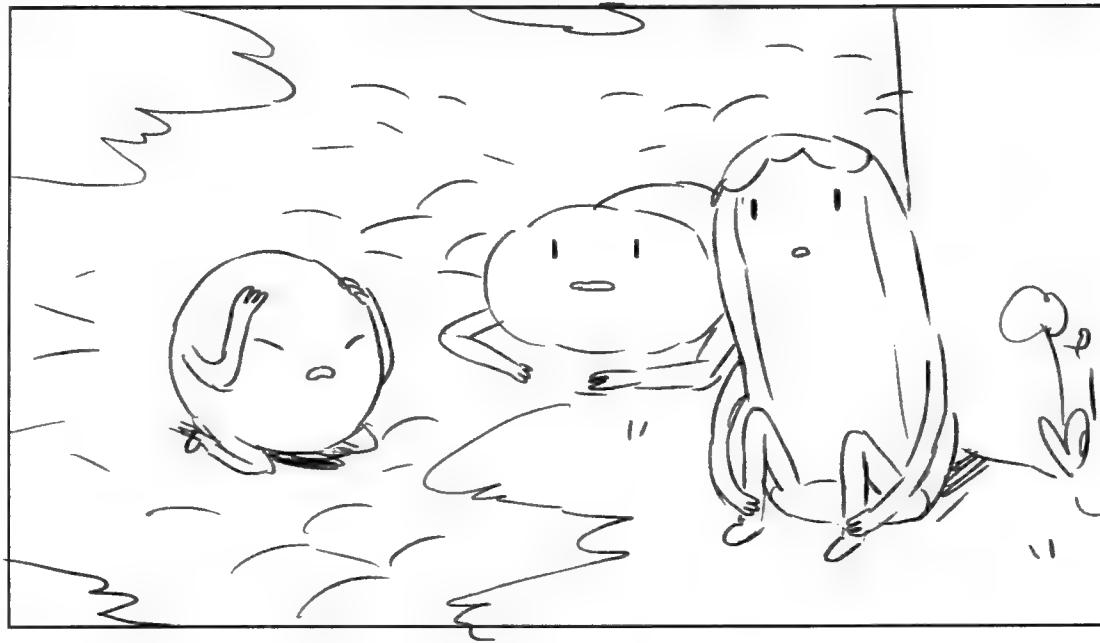
Page

Sc. 98

Pnl. A

Bg.

day night

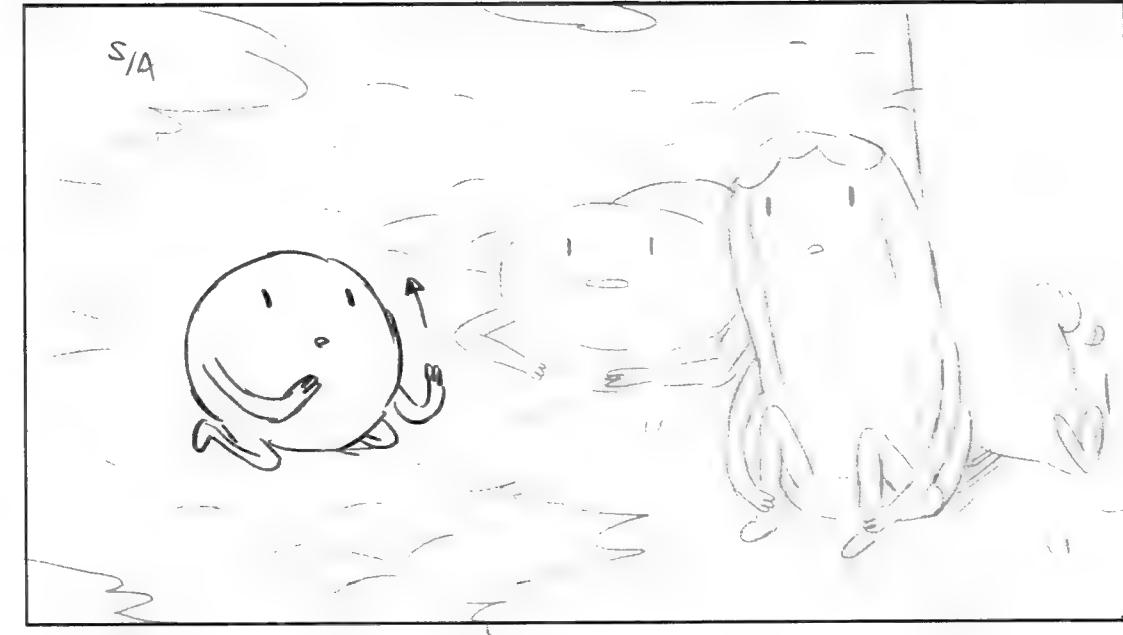


Sc. 98

Pnl. B

Bg.

day night



Dialog:

FT: PICK A NUMBER...

Action:

- CANDY PEOPLE LOOK UP.

Timing:

Production :

1042-250

EPISODE #

ADVENTURE TIME



Page 178

Sc. 98

Pnl. C

Bg.

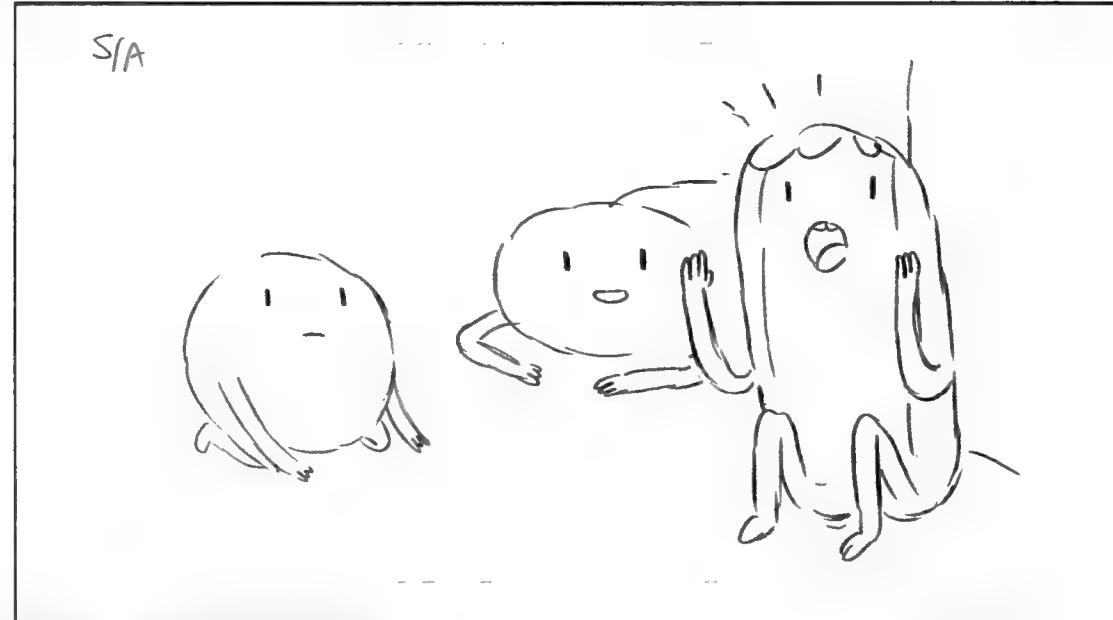
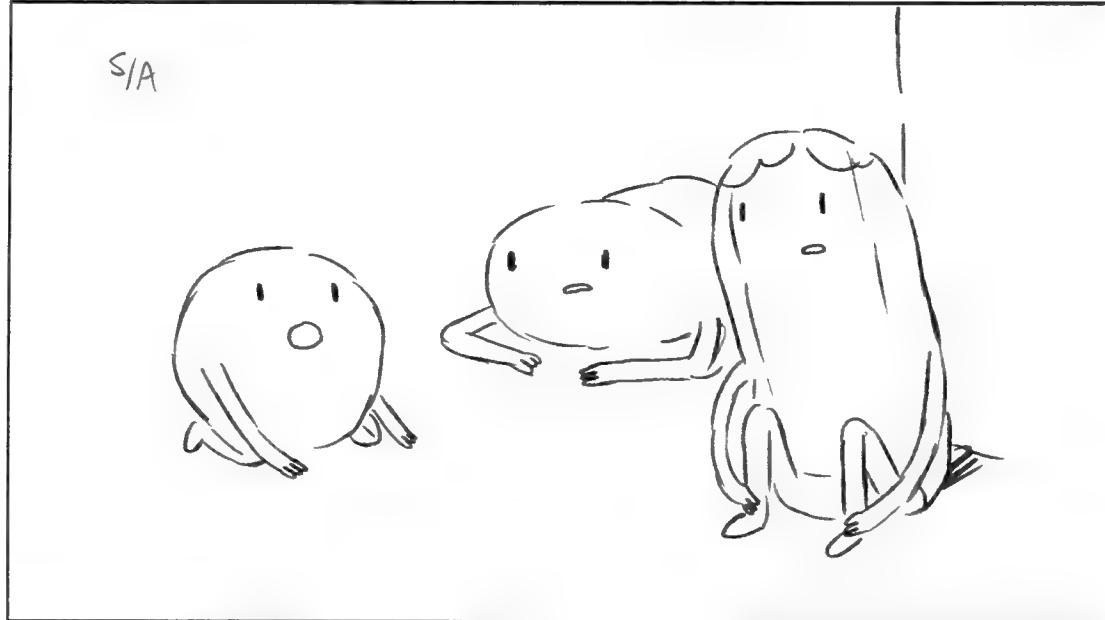
day night

Sc. 98

Pnl. D

Bg.

day night



Dialog:

CANOE KID #1: FOUR?

BANANA GUARD #1: YEAH - FOUR!

Action:

Timing:

ADVENTURE TIME



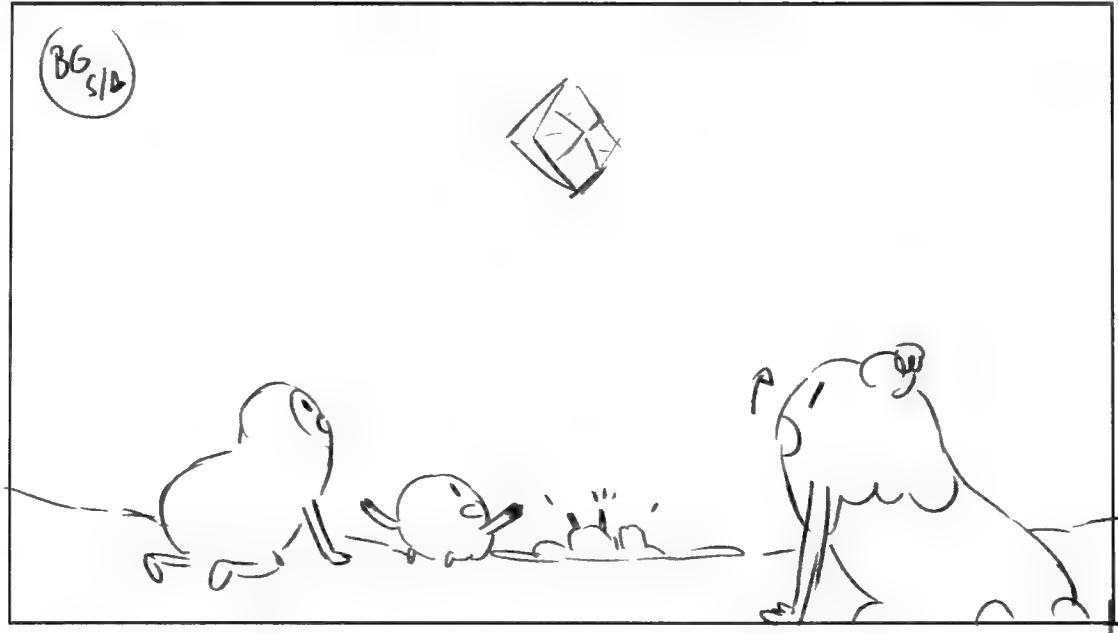
Page 179

Sc. 99

Pnl. A

Bg.

day night

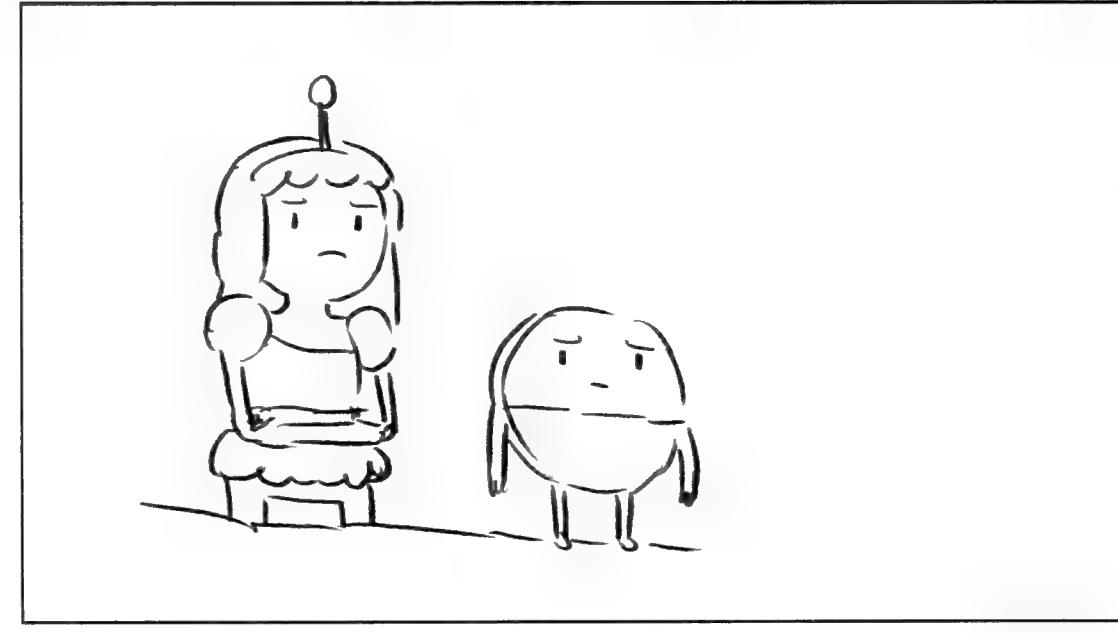


Sc. 100

Pnl. A

Bg.

day night



Dialog: CANDY PPL: FOUR! FOUR!

CANDY PPL: (o/s) FOUR! FOUR!

Action:

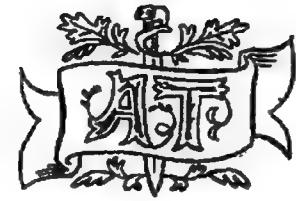
Timing:

1042-250

EPISODE #

Production :

ADVENTURE TIME



Page 180

Sc. 100

Pnl. B

Bg.

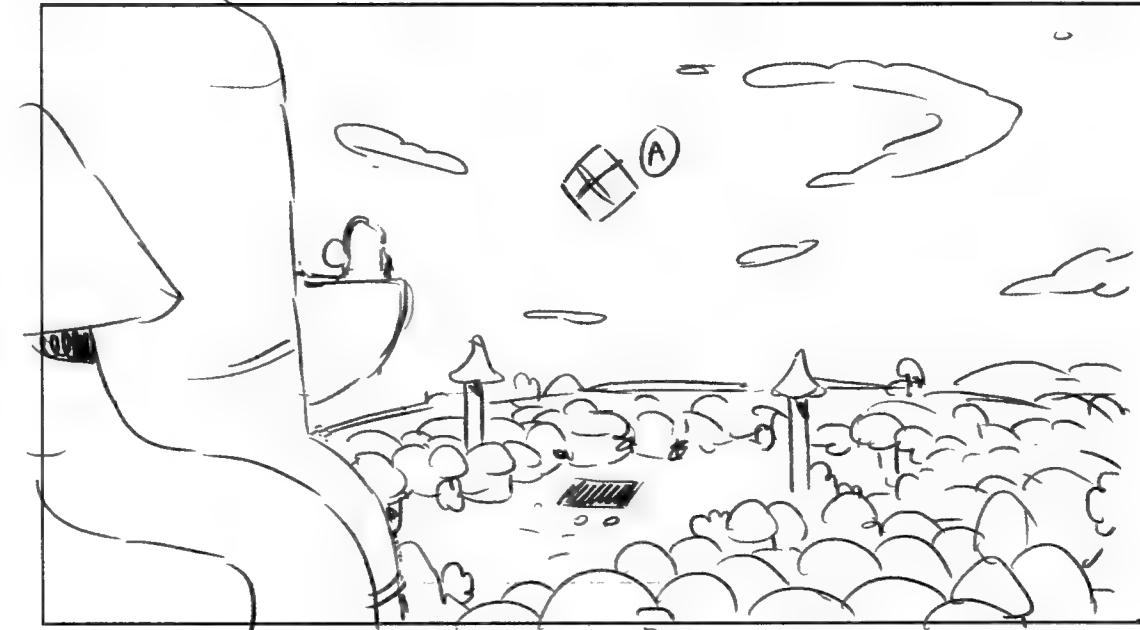
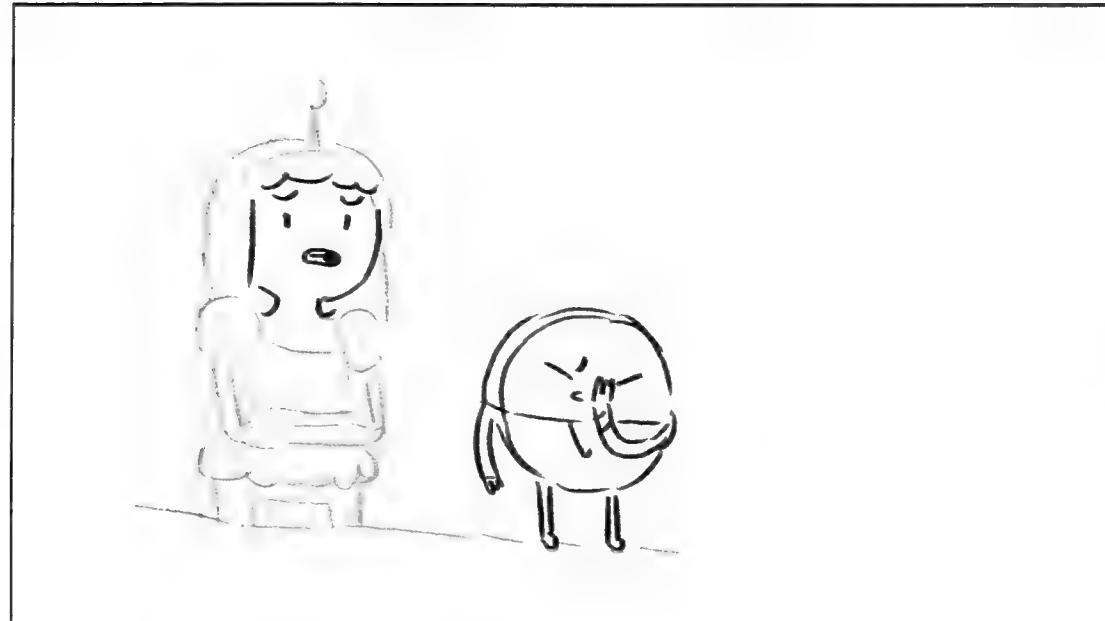
day night

Sc. 101

Pnl. A

Bg.

day night



Dialog:

PB: GUYS!

FT: ONE, TWO, THREE

Action:

- FORTUNE TELLER
FOLDS BACK
AND FORTH.



A, B, A, C, A, B, A

Timing:

EPISODE # 1042-250

Production :

ADVENTURE TIME



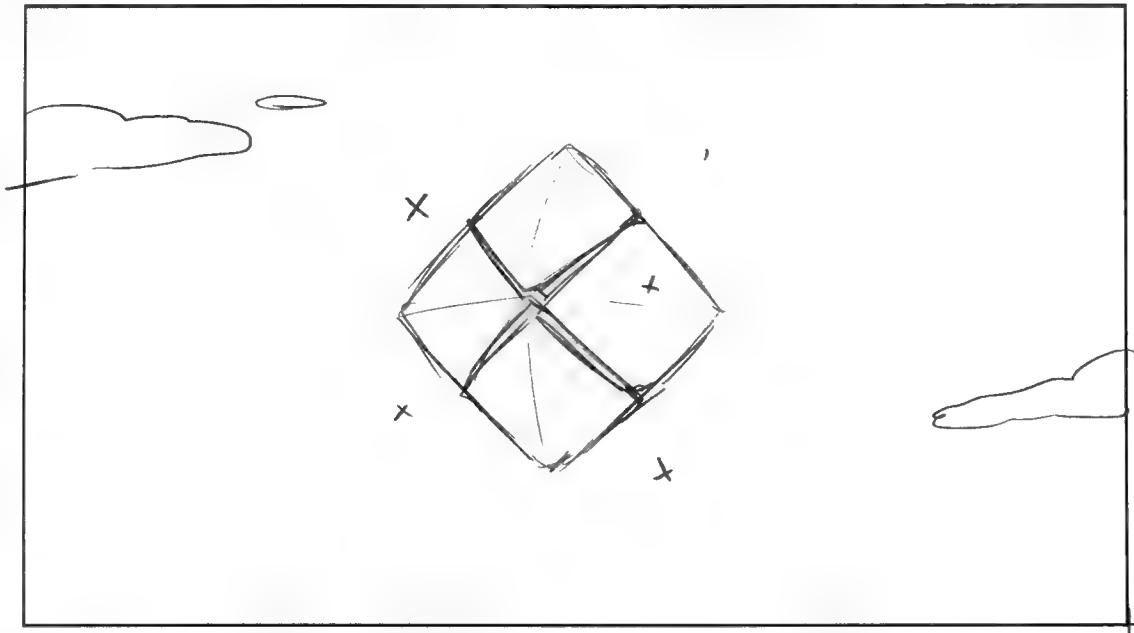
Page 181

Sc. 102

Pnl. A

Bg.

day night

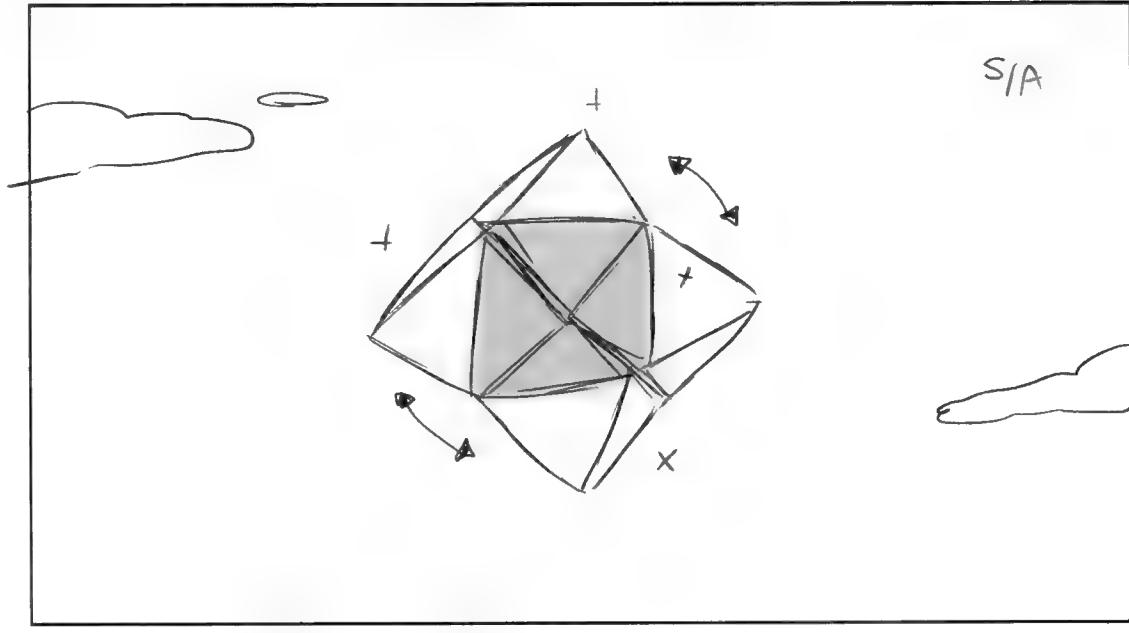


Sc. 102

Pnl. B

Bg.

day night



Dialog:

F.T. : FOUR.

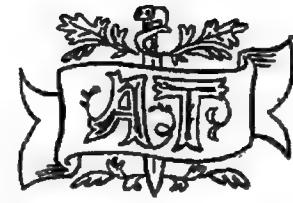
Action:

Timing:

Production :

EPISODE # 1042-250

ADVENTURE TIME



Page 182

Sc. 102

Pnl. C

Bg.

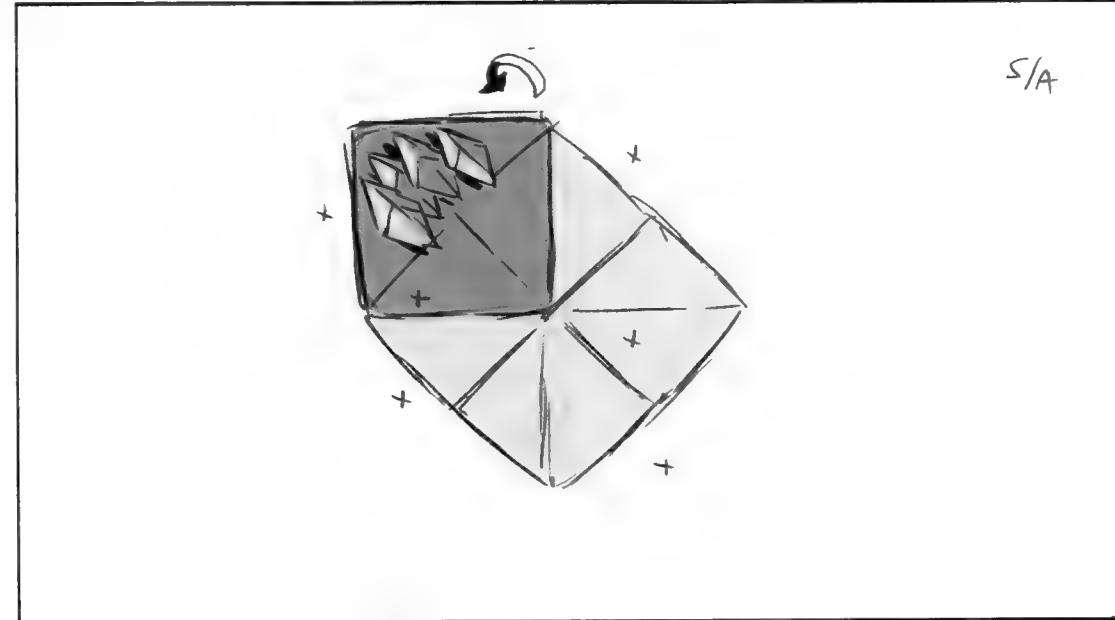
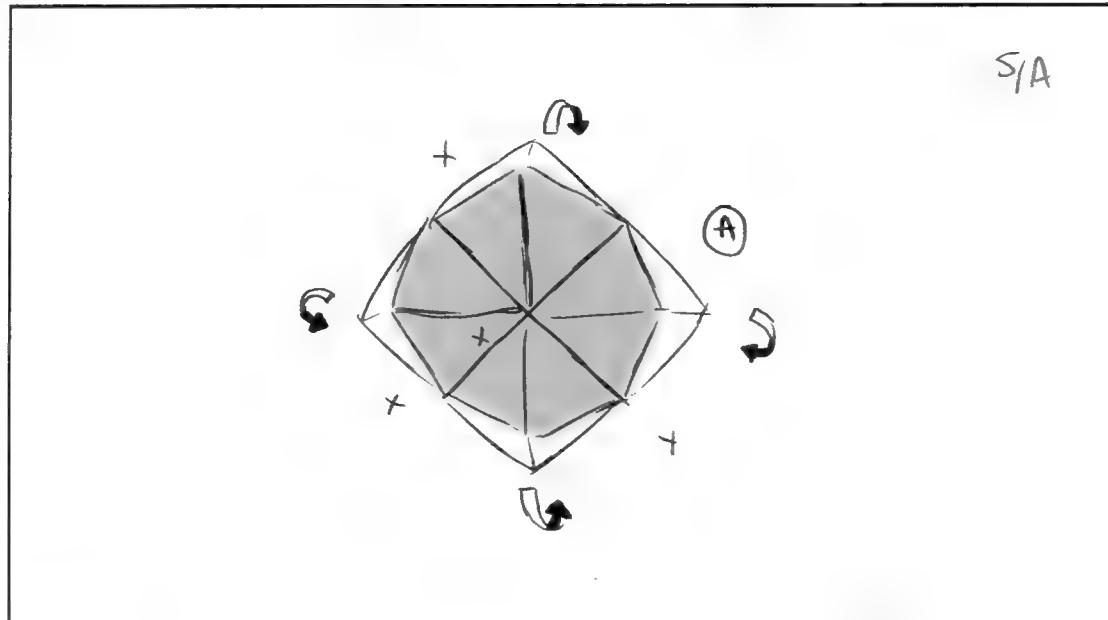
day night

Sc. 102

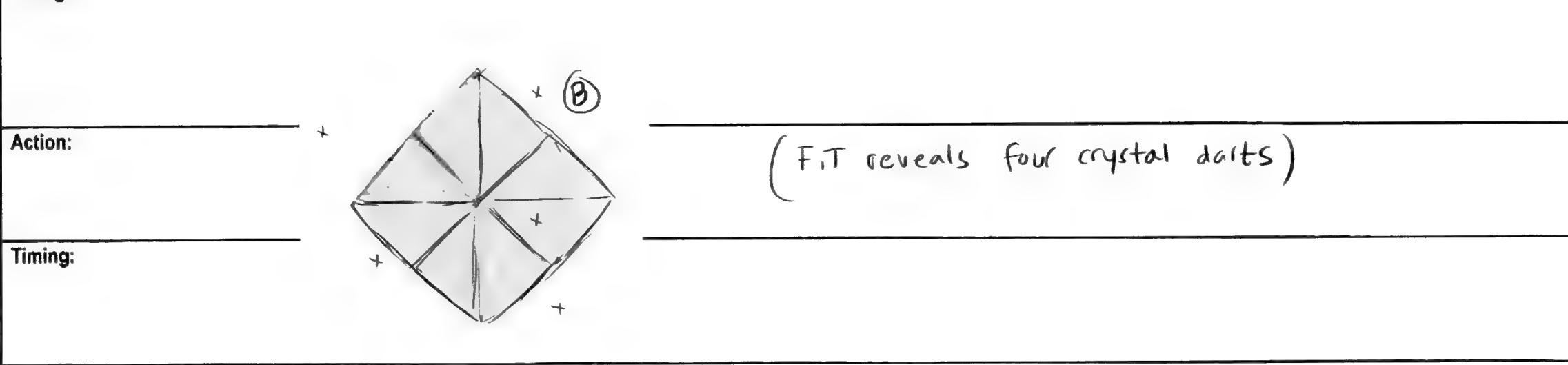
Pnl. D

Bg.

day night



Dialog:

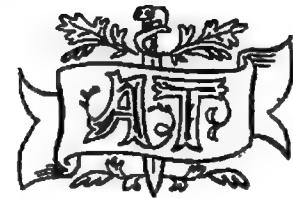


Production :

EPISODE #

1042-250

ADVENTURE TIME



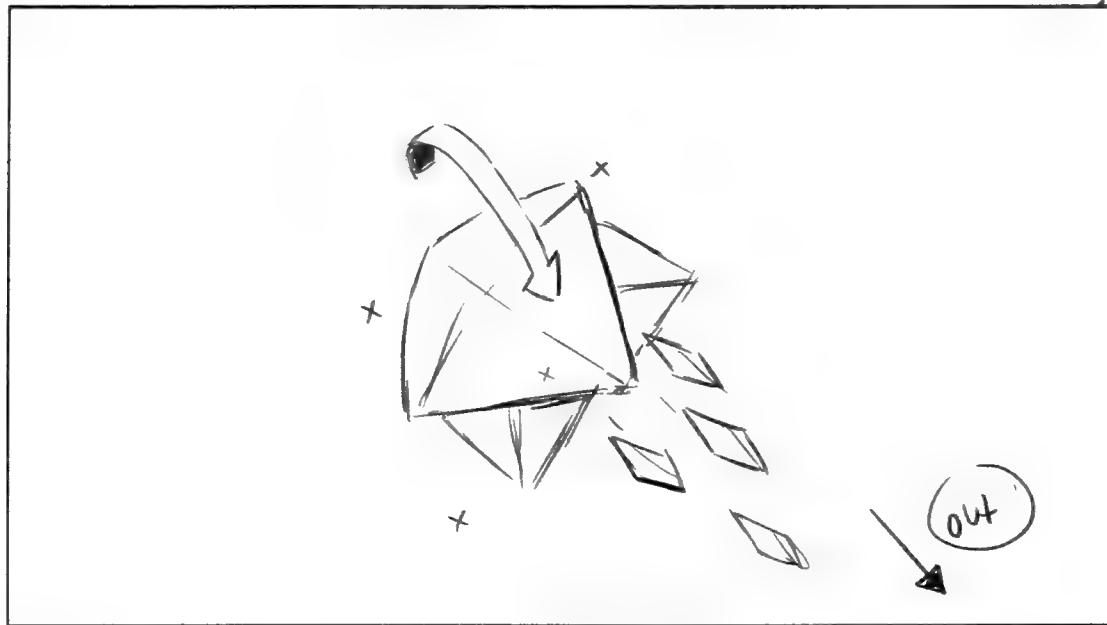
Page 183

Sc. 102

Pnl. E

Bg.

day night

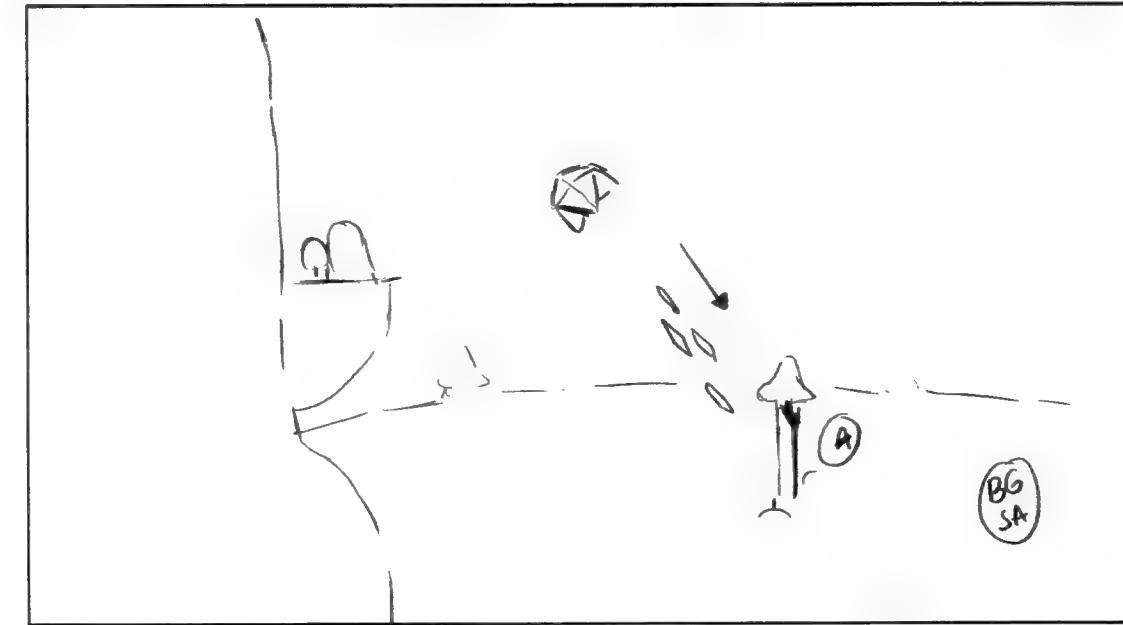


Sc. 103

Pnl. A

Bg.

day night



Dialog:

SFX: * SHYUUUUU *

SFX: * BOOM! *

Action:

F.T. shoots away darts! — into a tower



Timing:

Production :

EPISODE # 1042-250

183

ADVENTURE TIME



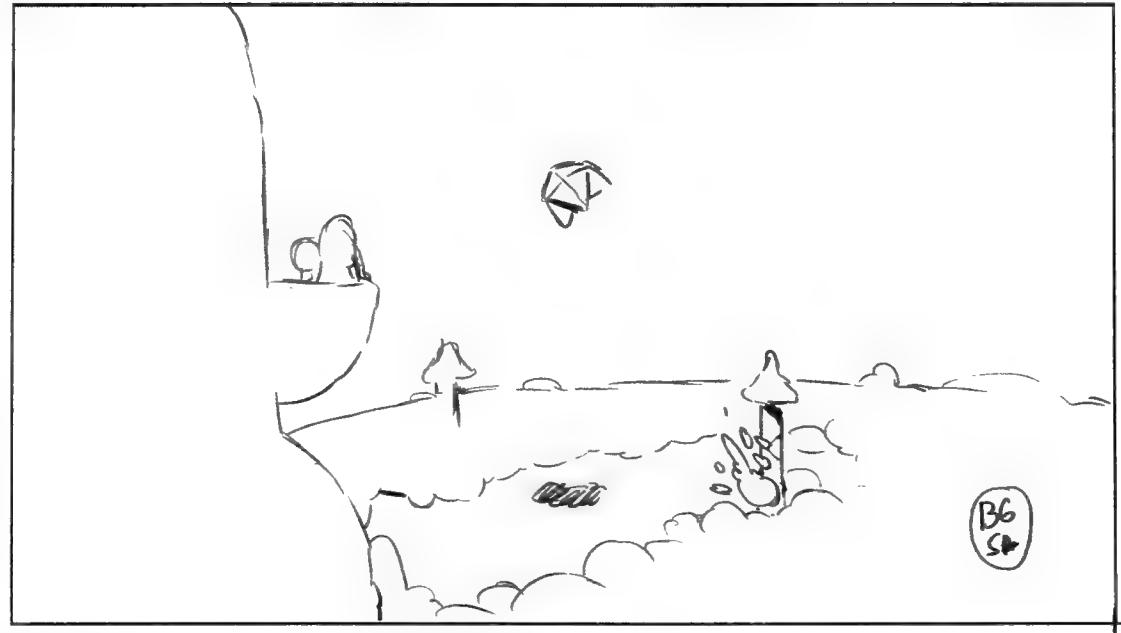
Page 184

Sc. 103

Pnl. B

Bg.

day night

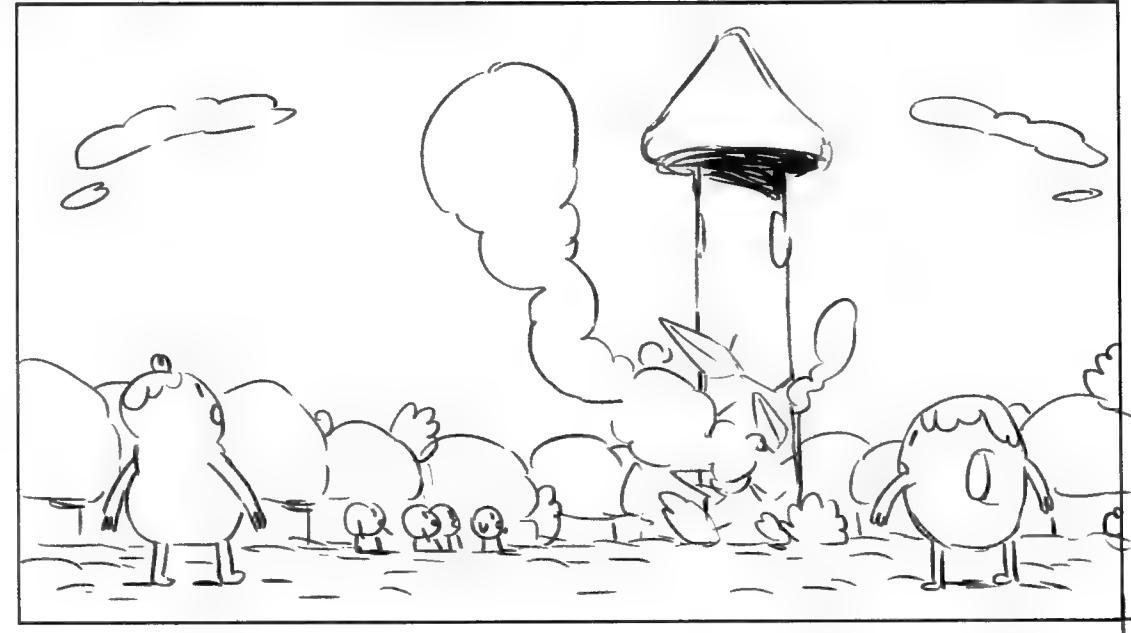


Sc. 104

Pnl. A

Bg.

day night



Dialog:

CANDY PPL: [Sudden Gasp!]

Action:



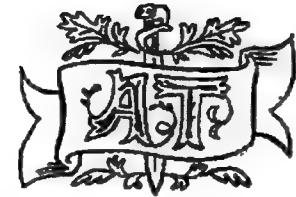
Timing:

Production :

1042-250

EPISODE #

ADVENTURE TIME

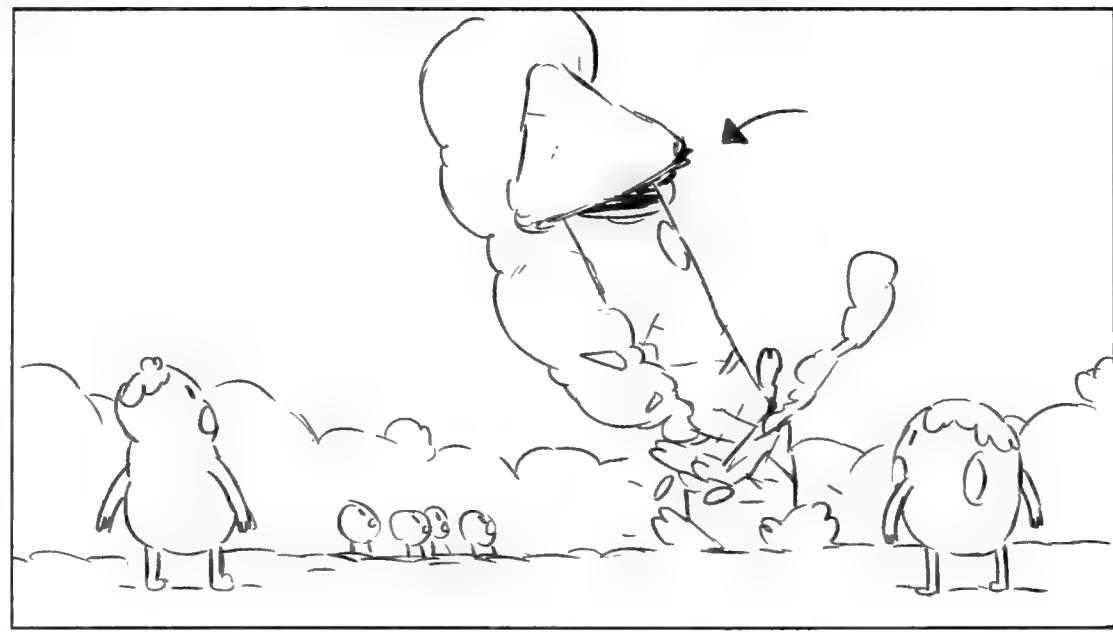


Sc. 104

Pnl. B

Bg.

day night

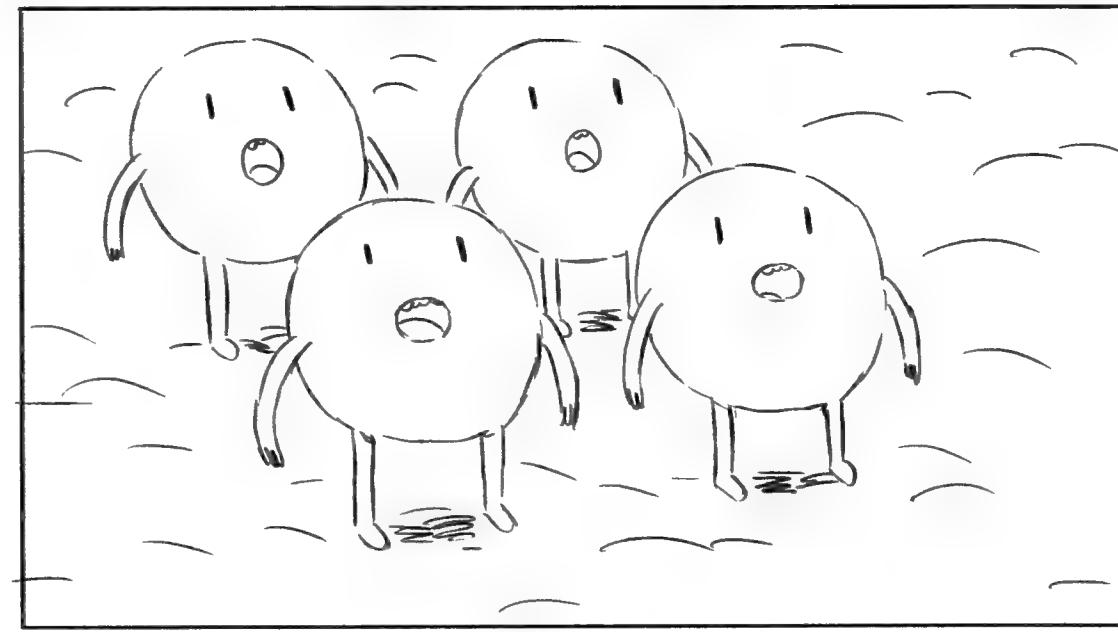


Sc. 105

Pnl. A

Bg.

day night



185
Page _____

1042-250

EPISODE #

Production :

Dialog:

SFX: * SKHHHHH! *

CANDY KIDS: (LOOONG GASP)

Action:

- TOWER FALLS TOWARDS CANDY PEOPLE

Timing:

ADVENTURE TIME



Page 186

Sc. 105

Pnl. B

Bg.

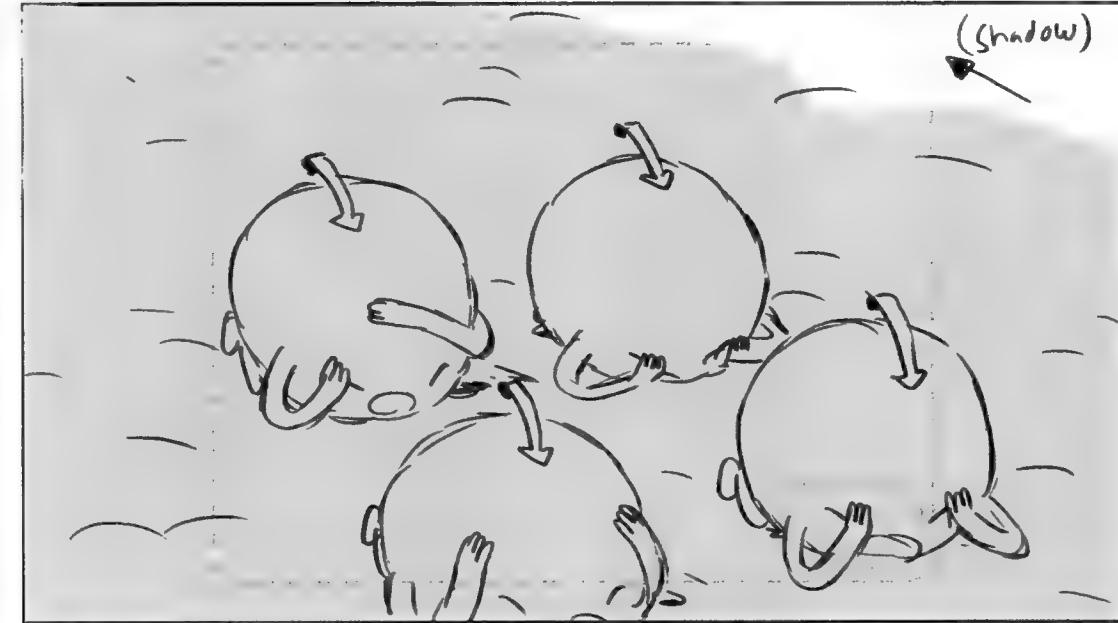
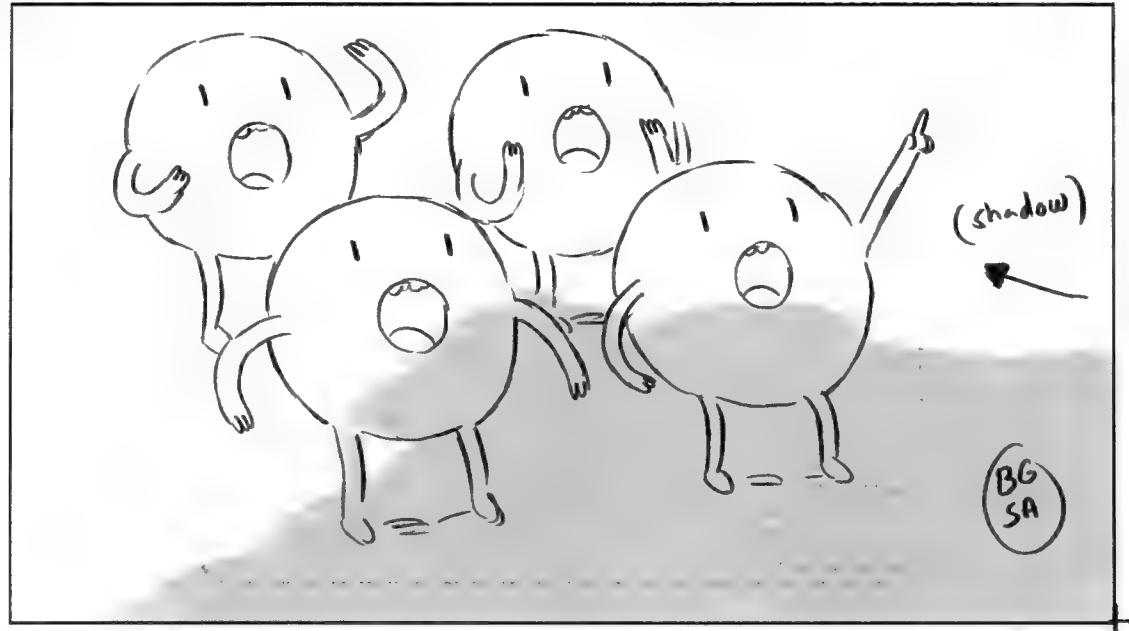
day night

Sc. 105

Pnl. C

Bg.

day night



Dialog:

CANDY KIDS: AAAA A --

CANDY KIDS: AAAA AH !!

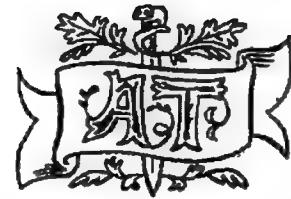
Action:

- SHADOW OF TOWER OVERTAKES
CANDY KIDS.

- CANDY KIDS DUCK.

Timing:

ADVENTURE TIME



Page 187

Sc. 104

Pnl. A

Bg.

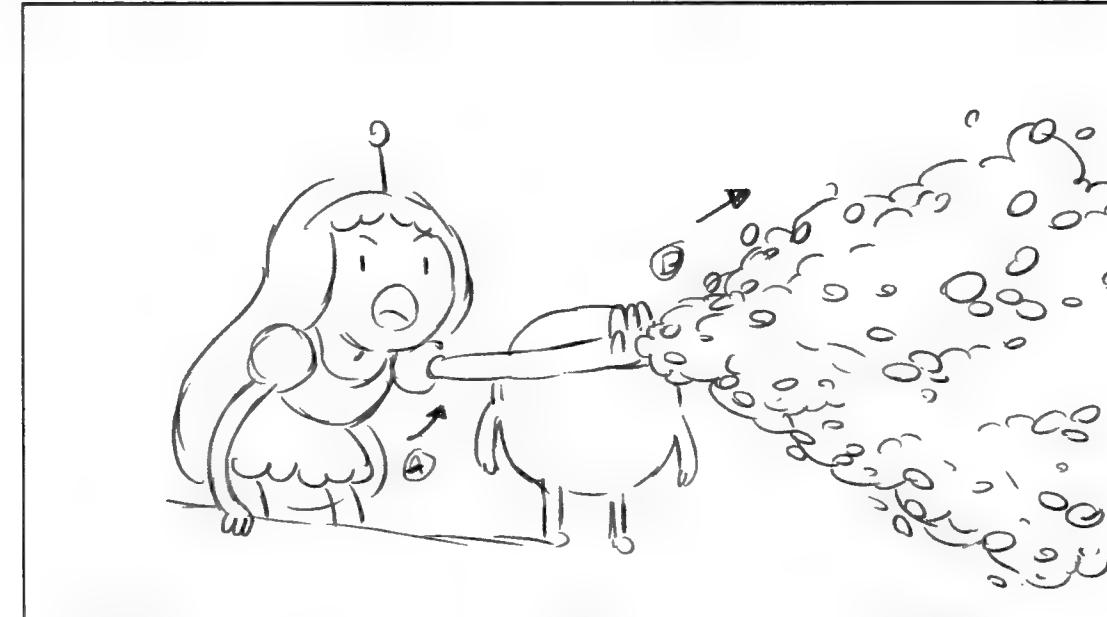
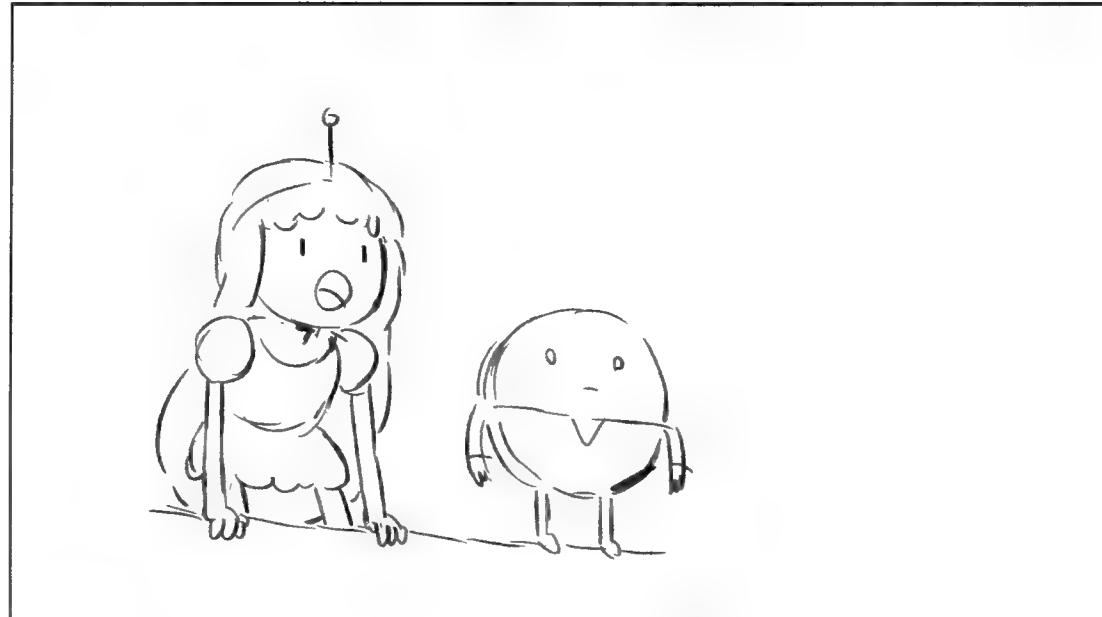
day night

Sc. 104

Pnl. B

Bg.

day night



Dialog:

PB: (GASP!)

PB: NO!!

(SFX) *PRRTTT !!!*

Action:

-PB SHOOTS A BEAM OF JELLYBEANS OFF/s.

Timing:

ADVENTURE TIME



Page 188

Sc. 107

Pnl. A

Bg.

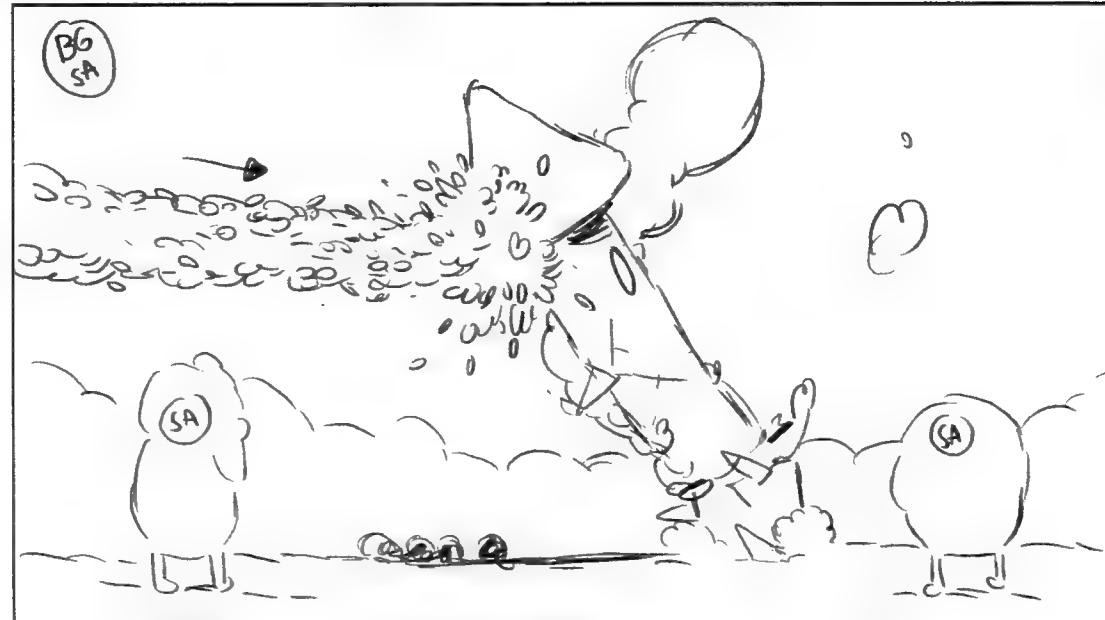
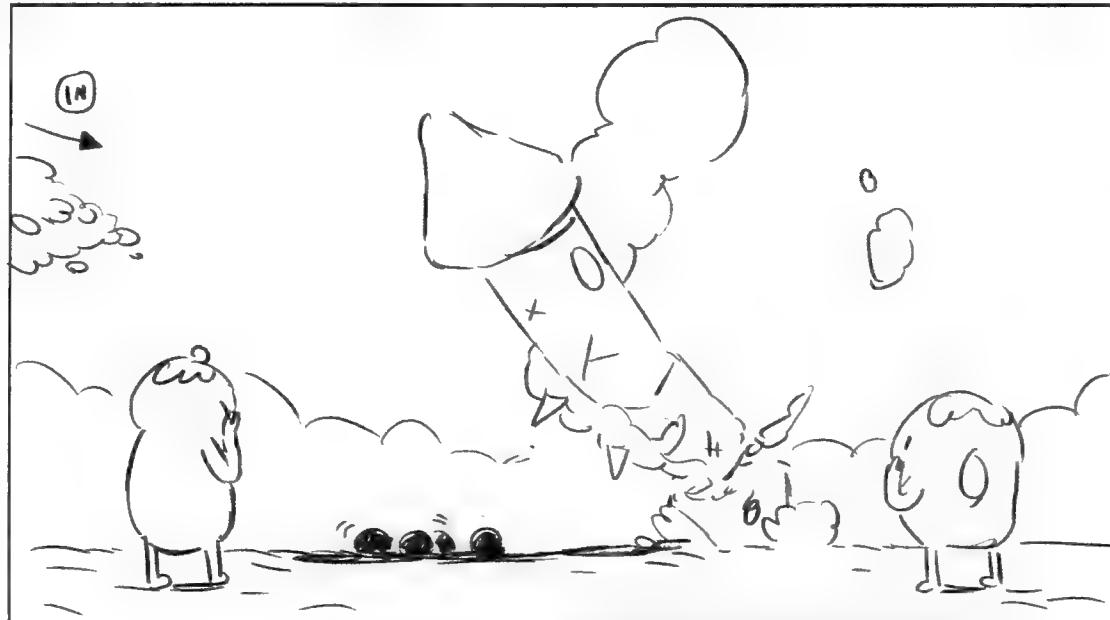
day night

Sc. 107

Pnl. B

Bg.

day night



Dialog:

SFX: (PPRRRTT)

SFX: *THOOM!*

Action:

- JELLY BEAN BEAM INTERCEPTS FALLING TOWER.

Timing:

Production :

1042-250

EPISODE #

ADVENTURE TIME



Page 189

Sc. 107

Pnl. C

Bg.

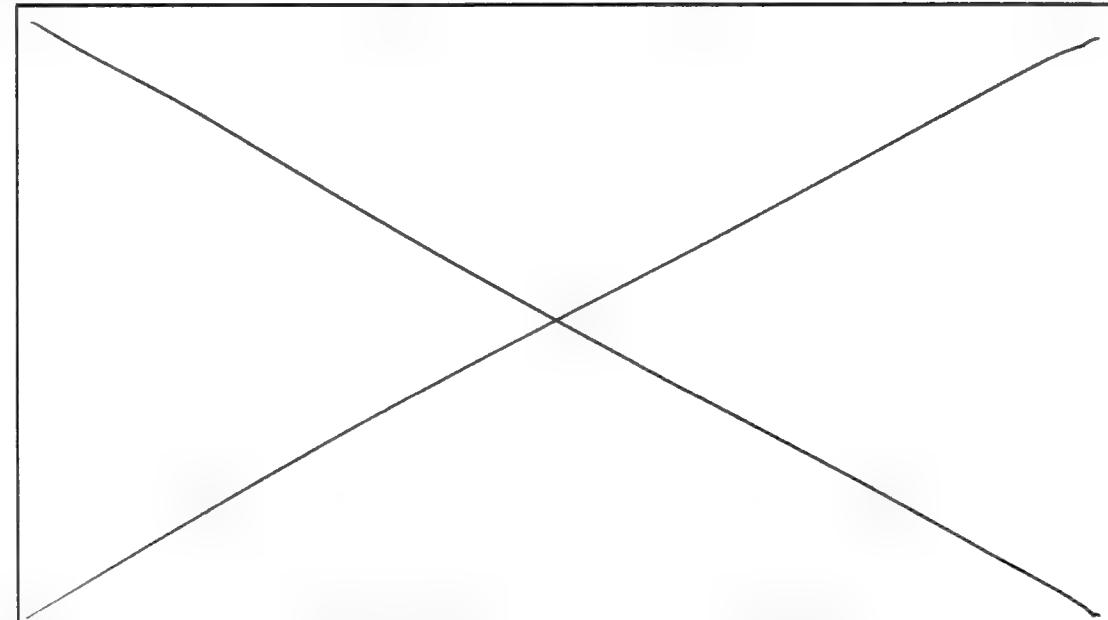
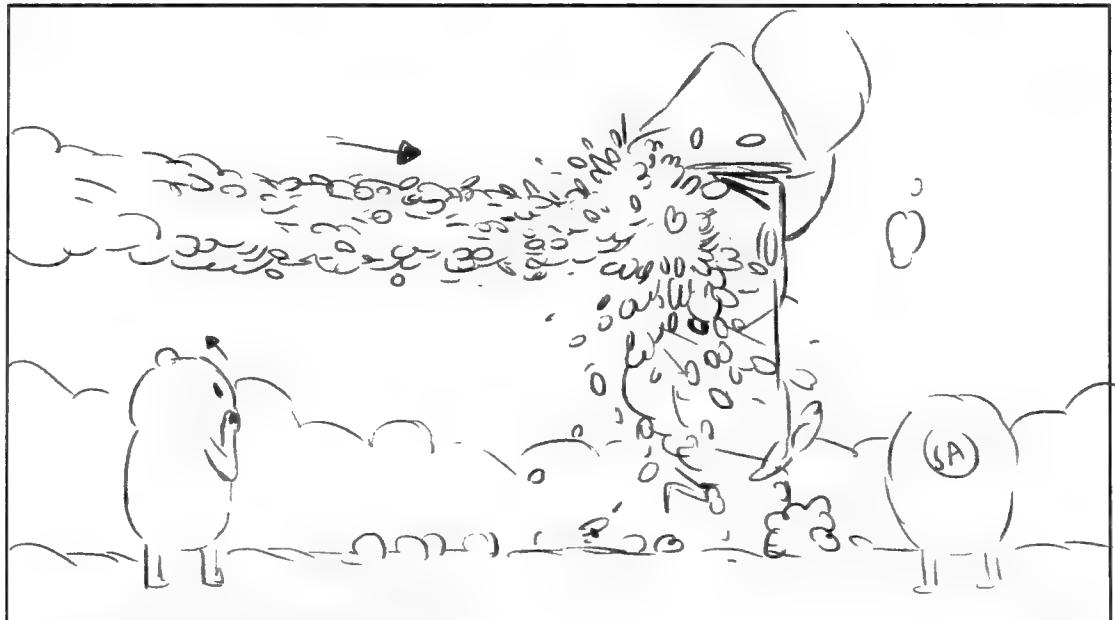
day night

Sc.

Pnl.

Bg.

day night



Dialog:

SPX * FRRRT *

Action:

- JELLY BEAN BEAM PUSHES TOWER BACK UPRIGHT.

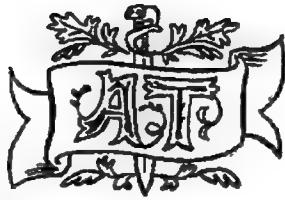
Timing:

1042-250

EPISODE #

Production :

ADVENTURE TIME



Sc. 107

Pnl. 0

Bg.

day night

Sc.



Pnl.

Bg.

day night

190
Page

Dialog:

ADJ →

Action:

- TOWER IS PUSHED BACK THE OTHER WAY.
- ADJ. W/ TOWER.

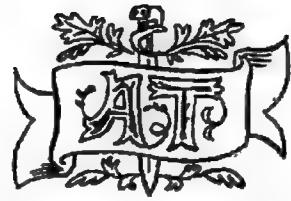
Timing:

Production :

1042-250

EPISODE #

ADVENTURE TIME



Page 191

Sc. 107

Pnl. E

Bg.

day night

Sc. 108

Pnl. A

Bg.

day night



Dialog:

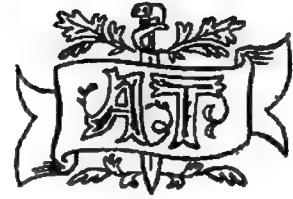
DOUGHNUT GUY: MY HOUSE!)

Action:

- JELLY BEAN BEAM LOSES FORCE AS TOWER
FALLS AND SMASHES HOUSE.

Timing:

ADVENTURE TIME



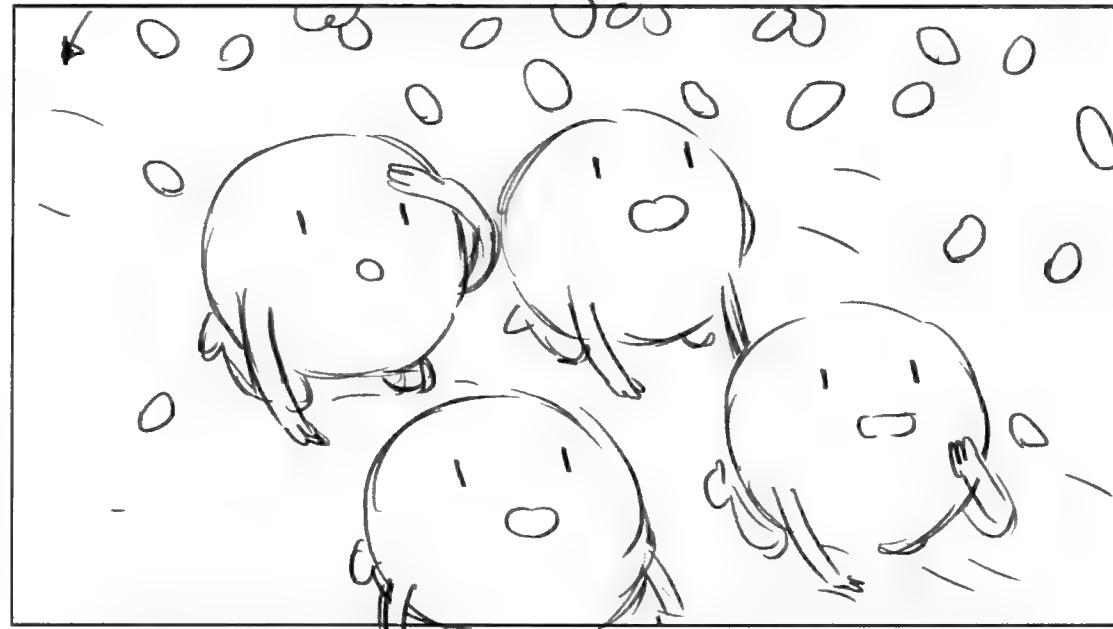
Page 192

Sc. 108

Pnl. B

Bg.

day night



Sc. 108

Pnl. C

Bg.

day night



Dialog:

KIDS: (excited gasps)

Action:

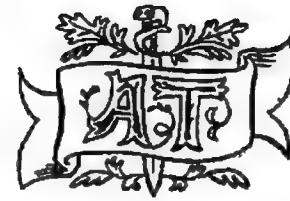
- it's raining jelly beans

Timing:

Production :

EPISODE # 1042-250

ADVENTURE TIME



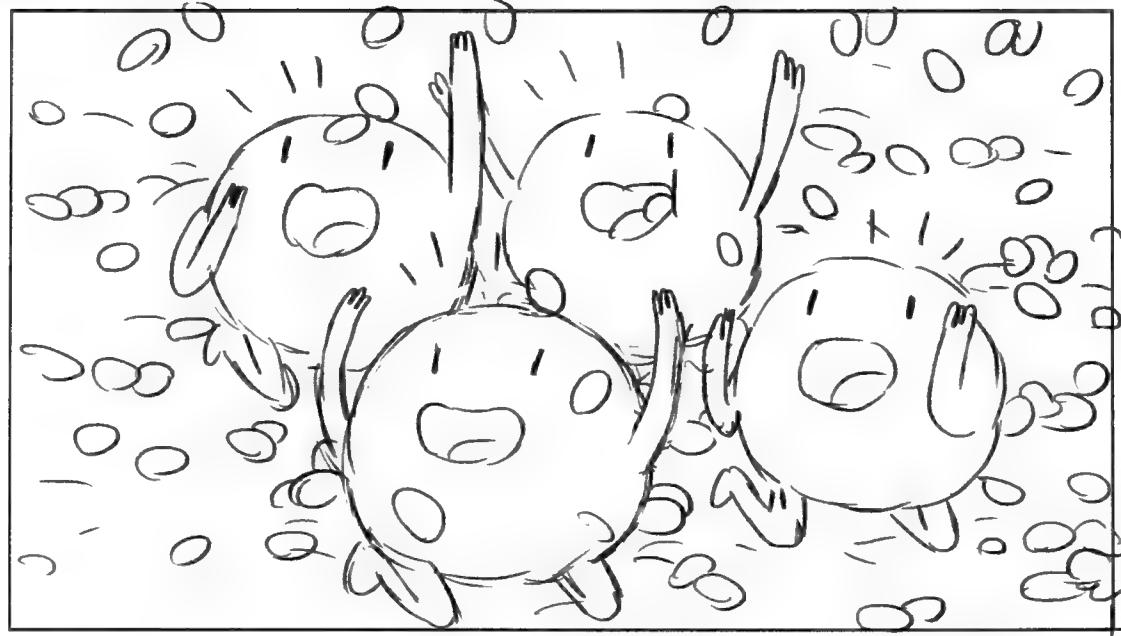
Page 193

Sc. 108

Pnl. D

Bg.

day night

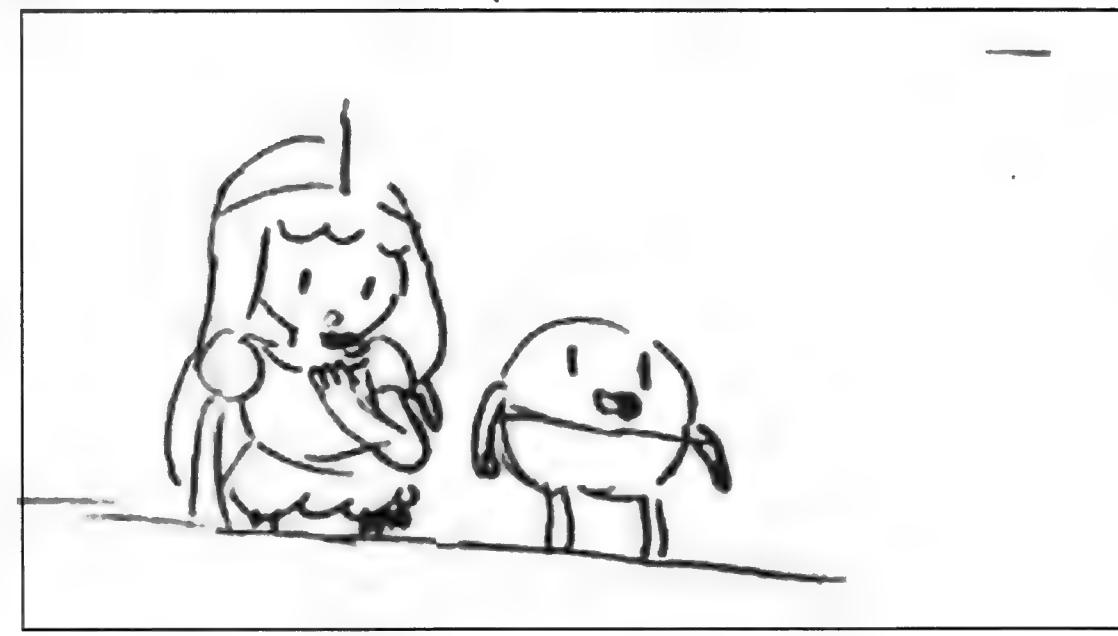


Sc. 109

Pnl. A

Bg.

day night



Dialog:

KIDS: HURRAY FOR PRINCESS
BUBBLEGUM!!!

CANDY PEOPLE: (cheering continues o/s lower volume)

PEP: THAT'S A BREAKTHROUGH
RIGHT THERE, PRINCESS!

Action:

Timing:

1042-250

EPISODE #

Production :

ADVENTURE TIME



Page 194

Sc. 109

Pnl. B

Bg.

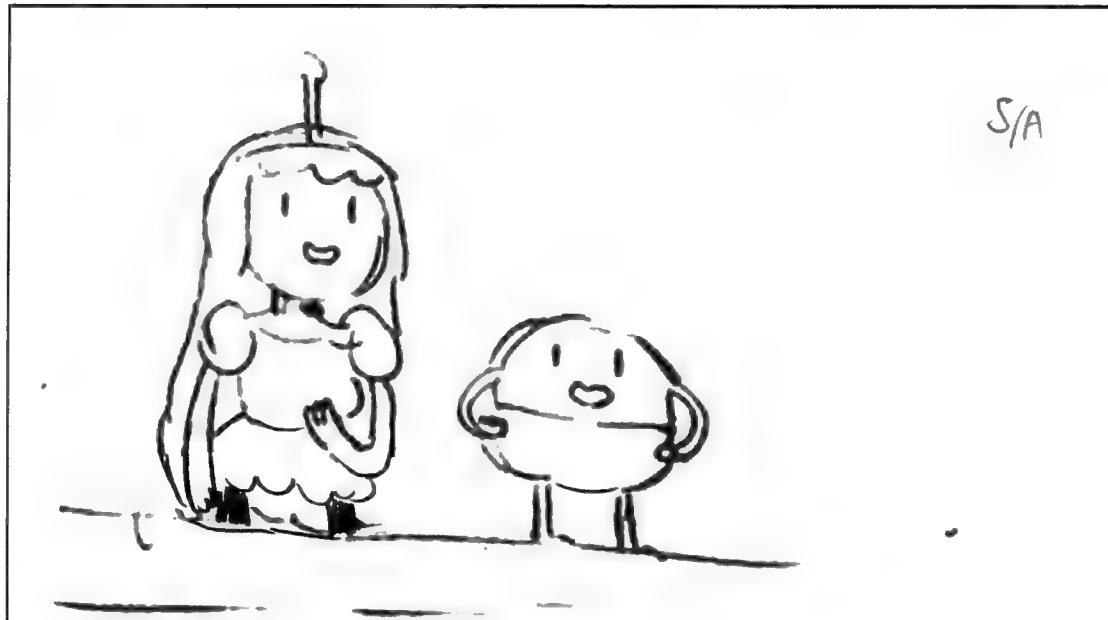
day night

Sc. 109

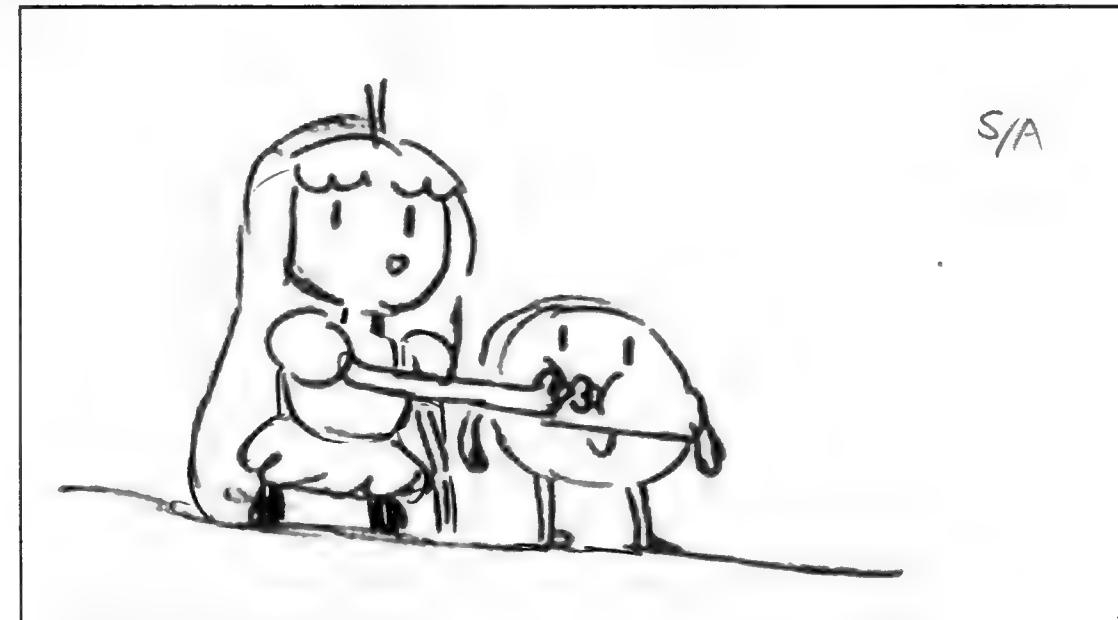
Pnl. C

Bg.

day night



S/A



S/A

Dialog:

PEP: I SHOULD HAVE BEEN ENDANGERING
CANDY PEOPLE THIS WHOLE TIME.

SFX: (PRRT)

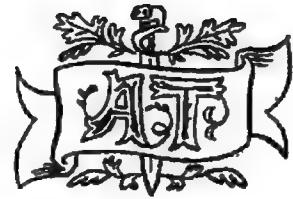
PB: SSHH,,, LISTEN!

(PB squirts jellybeans into Peps)
mouth to quiet him.

Action:

Timing:

ADVENTURE TIME



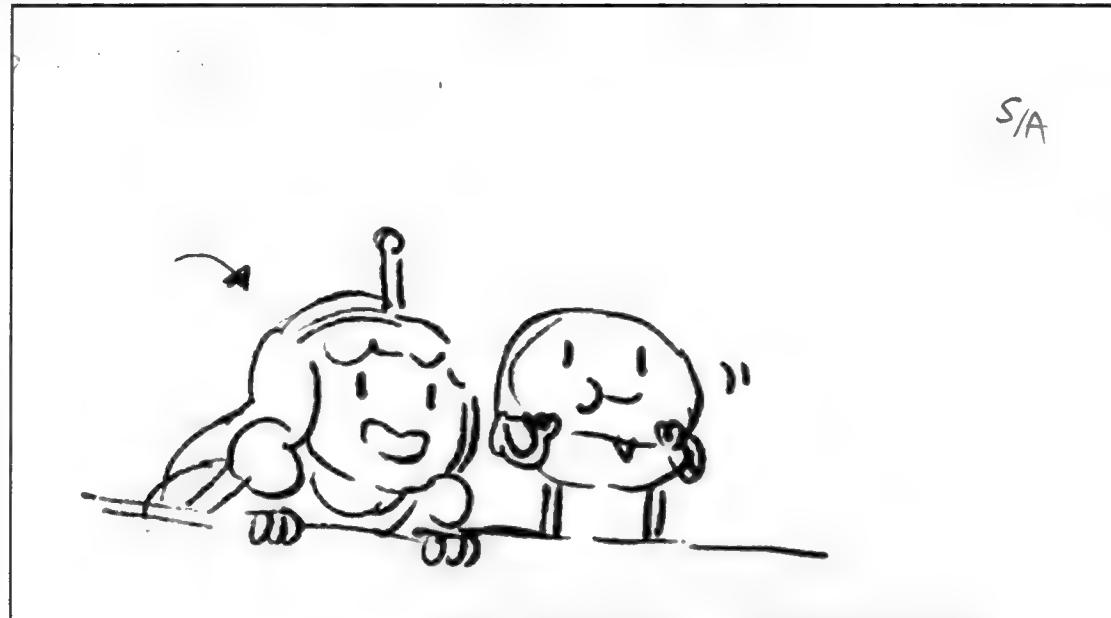
Page 195

Sc. 109

Pnl. D

Bg.

day night



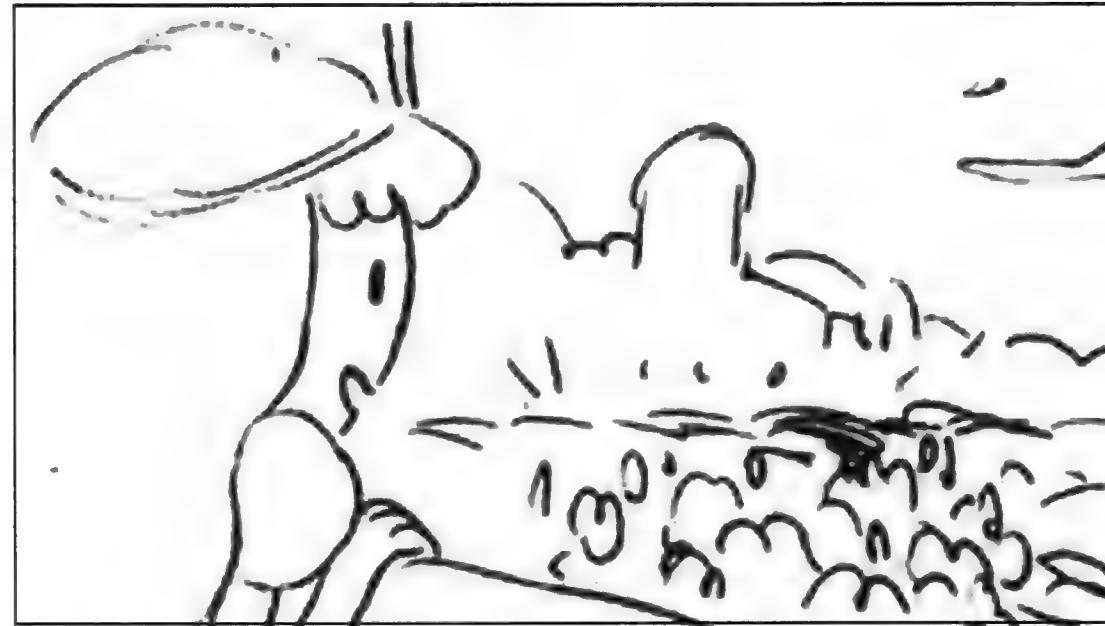
S/A

Sc. 110

Pnl. A

Bg.

day night



Dialog:

PB: THEY LOVE my BEANS !!

CANDY
PEOPLE :

(louder again)

HURRAY for BUBBLEGUM !!

Action:

(peanut chews the beans)

Timing:

Production :

EPISODE # 1042-250

ADVENTURE TIME



Page 196

Sc. 110

Pnl. B

Bg.

day night

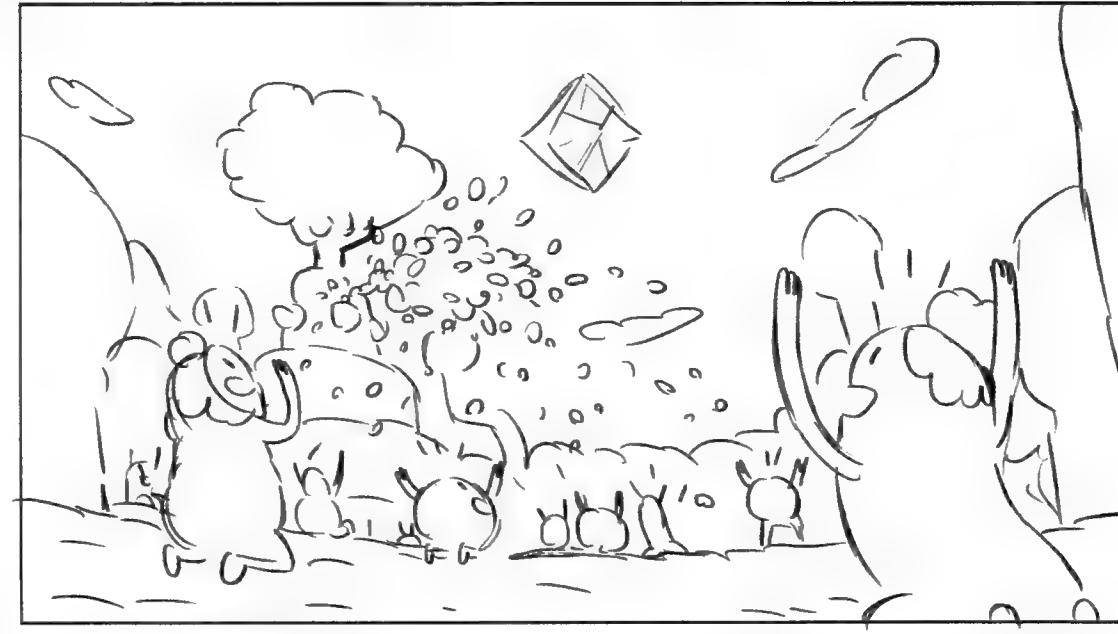


Sc. 111

Pnl. A

Bg.

day night



Dialog:

PB: HECK YEAH !!

CROWD: HURRAY !! / BUBBLEGUM !! /
JELLY RAIN !! / HURRAY !! / WOOO!
etc.

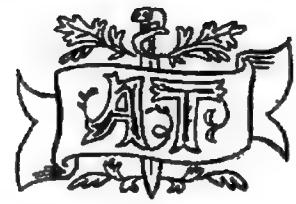
Action:

(shoots jellies into the air)

(jelly rain)

Timing:

ADVENTURE TIME



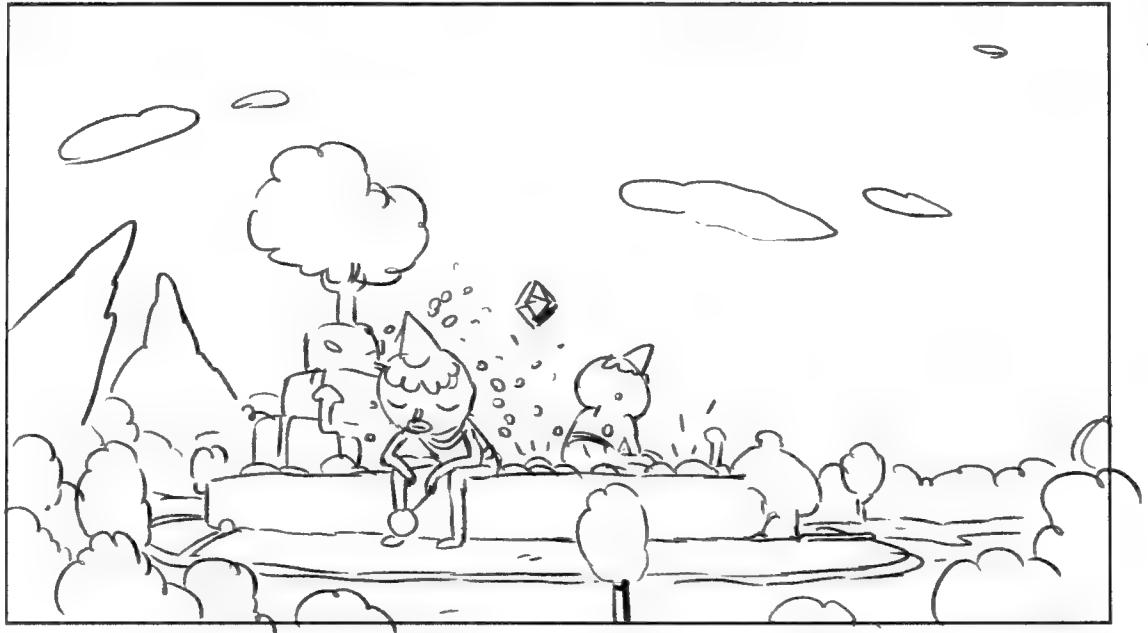
Page 197

Sc. 112

Pnl. A

Bg.

day night



Sc. 113

Pnl. A

Bg.

day night



Dialog:

SFX: (distant cheers)

SFX: (VRRR)

Action:

(BG blurry? jellybeans rain)

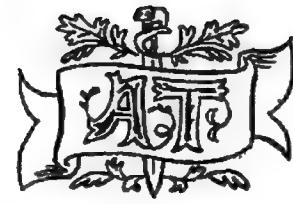
Timing:



EPISODE # 1042-250

Production :

ADVENTURE TIME



Page 198

Sc. 113

Pnl. B

Bg.

day night

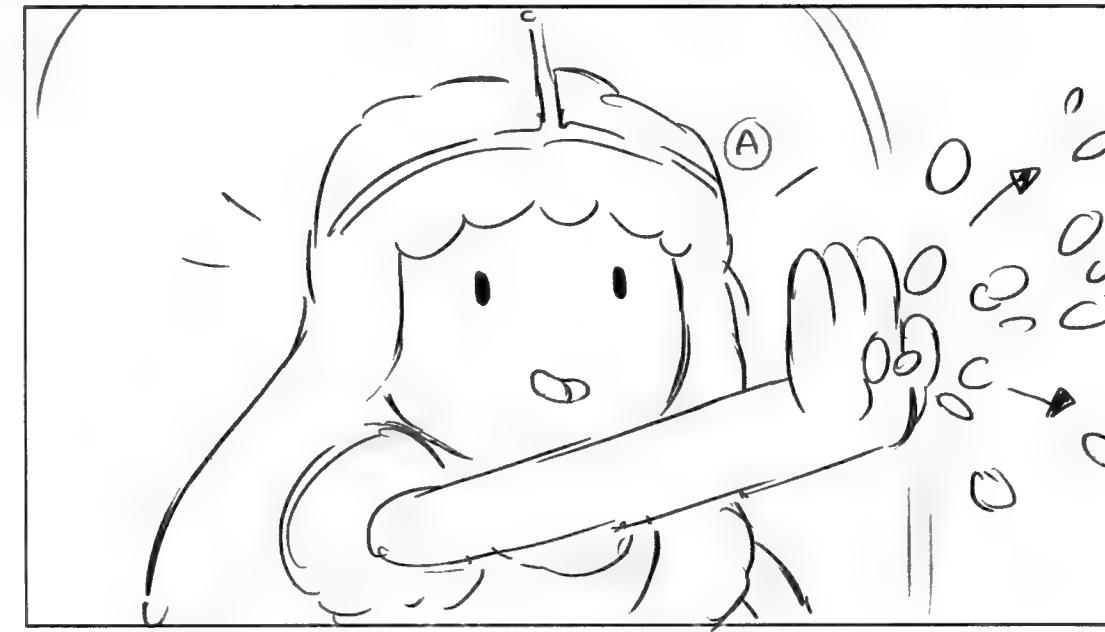


Sc. 114

Pnl. A

Bg.

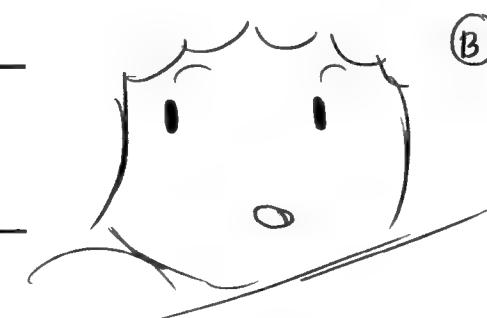
day night



Dialog:

GG#1: CHAOTIC PRECENCE
DETECTED.

PB: EH?

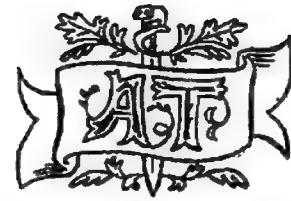


Action:

- GUMBALL GUARDIAN ACTIVATES.

Timing:

ADVENTURE TIME



Page 199

Sc. 115

Pnl. A

Bg.

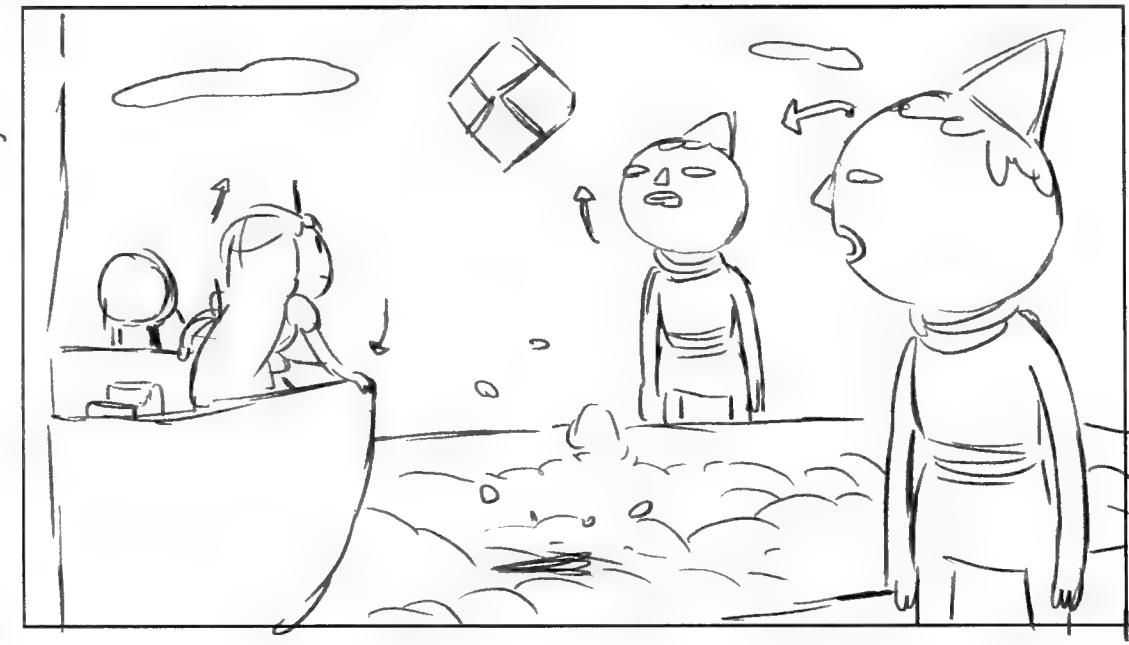
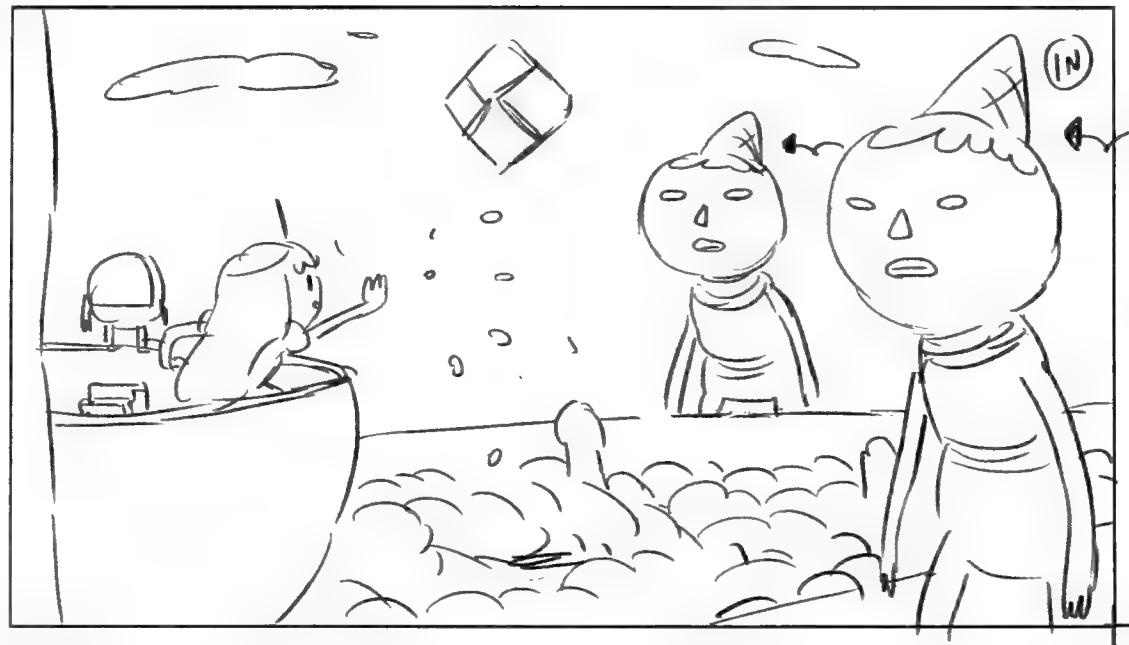
day night

Sc. 115

Pnl. B

Bg.

day night



Dialog:

PB: OH ..

GG #1: INITIATING
ANNIHILATION

Action:

- GUMBALL GUARDIANS WALK ON/S.

Timing:

EPISODE #

Production :

1042-256

ADVENTURE TIME



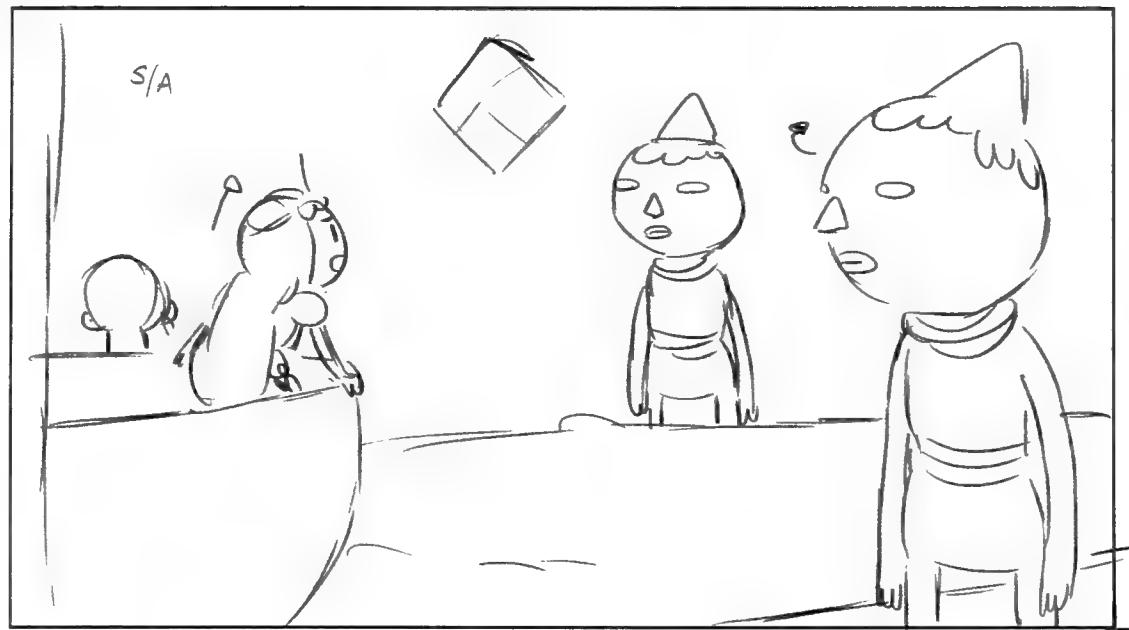
Page 200

Sc. 115

Pnl. C

Bg.

day night

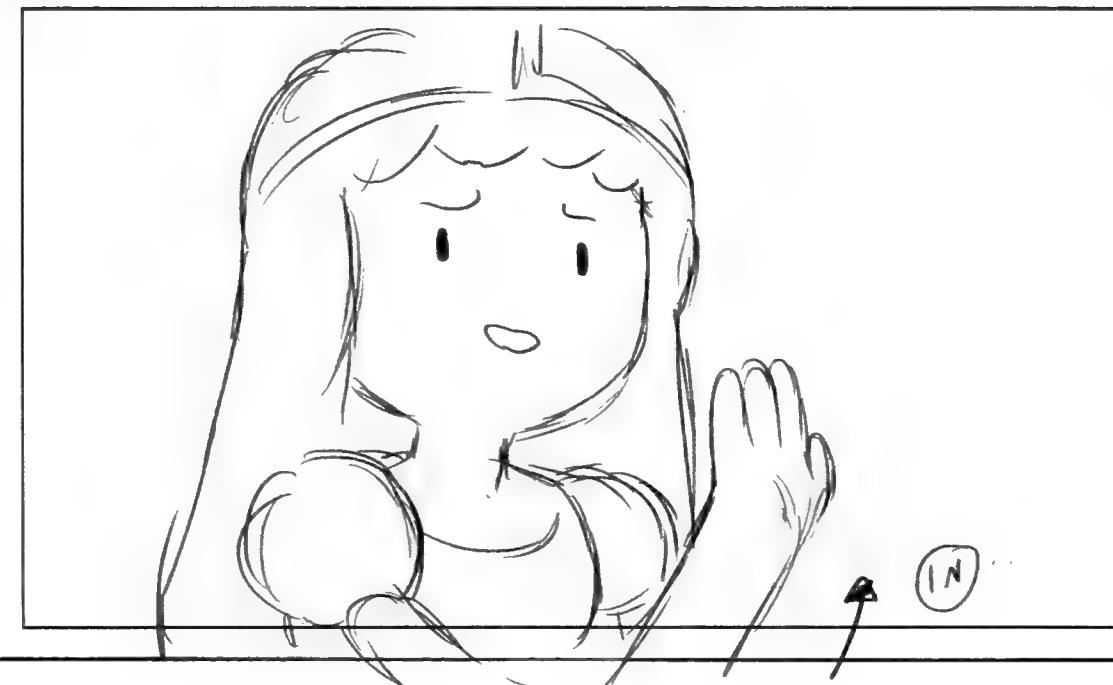


Sc. 114

Pnl. A

Bg.

day night



Dialog:

PB: HEY, NO, IT'S OK GUYS.

PB: STAND DOWN

Action:

Timing:

ADVENTURE TIME



Page 201

Sc. 117

Pnl. B

Bg.

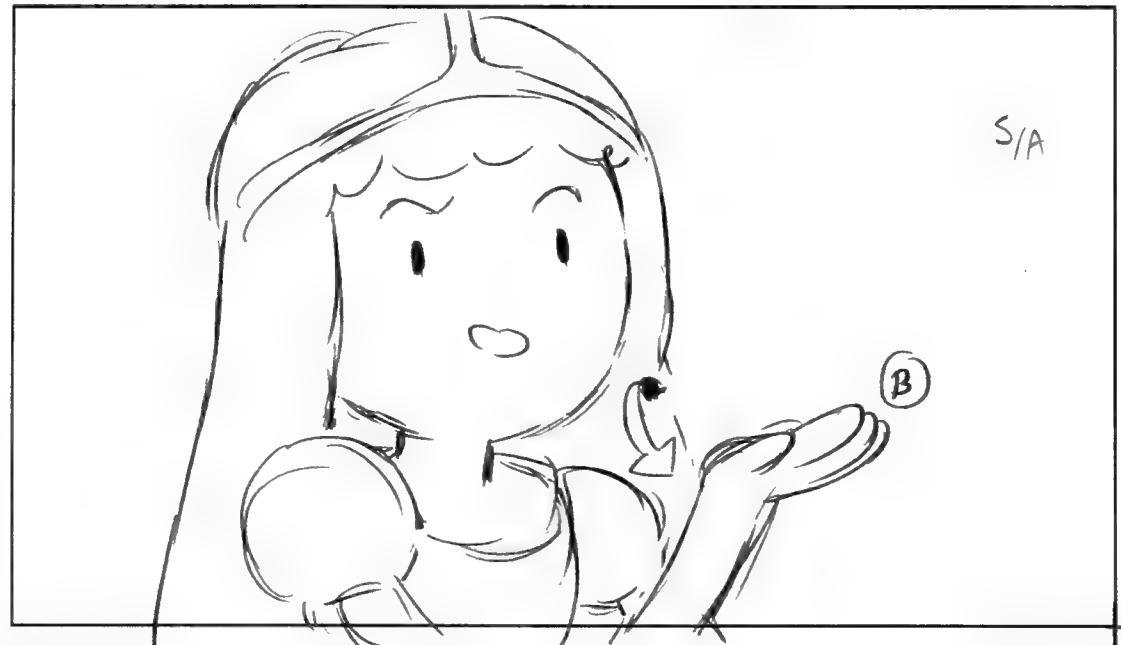
day night

Sc. 117

Pnl. C

Bg.

day night

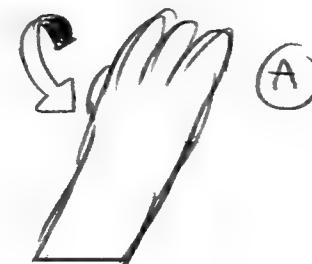


Dialog:

PB: I'VE GOT THIS.

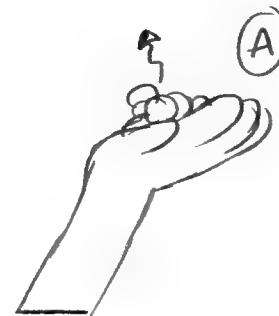
SPX: * FRR * *

Action:



- MOUND OF JELLY BEANS
GENERATE ON TOP of PB's
PALM.

Timing:

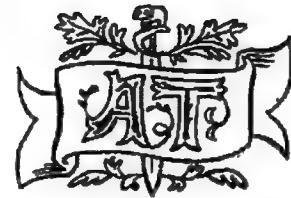


Production :

1042-256

EPISODE #

ADVENTURE TIME



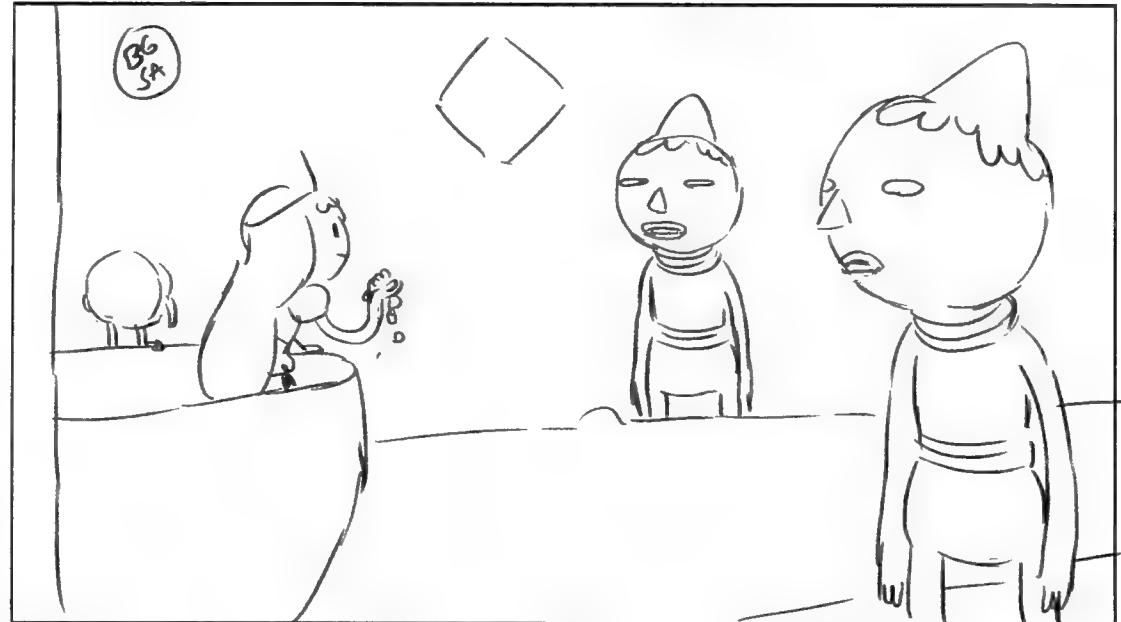
Page 202

Sc. 118

Pnl. A

Bg.

day night

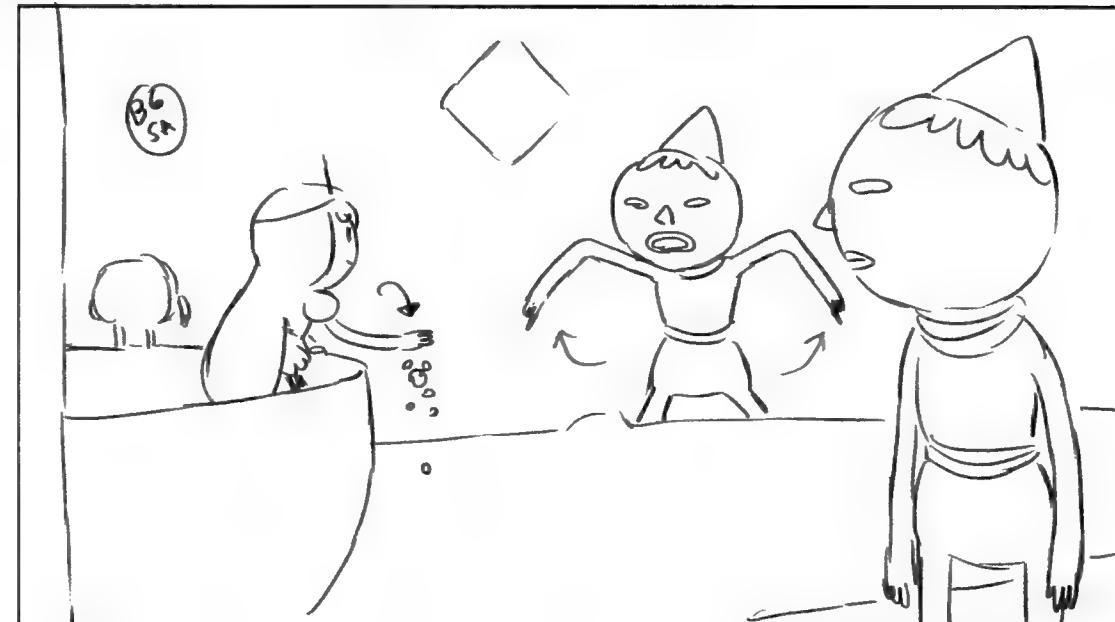


Sc. 118

Pnl. B

Bg.

day night



Dialog:

G.G #1 : ... ARE you SURE, mom? ...

G.G #1 : WE'VE GOT LASERS!

Action:

- PB DROPS JELLY BEANS.

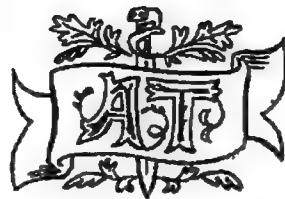
Timing:

Production :

EPISODE #

1042-256

ADVENTURE TIME



Page 203

Sc. 119

Pnl. A

Bg.

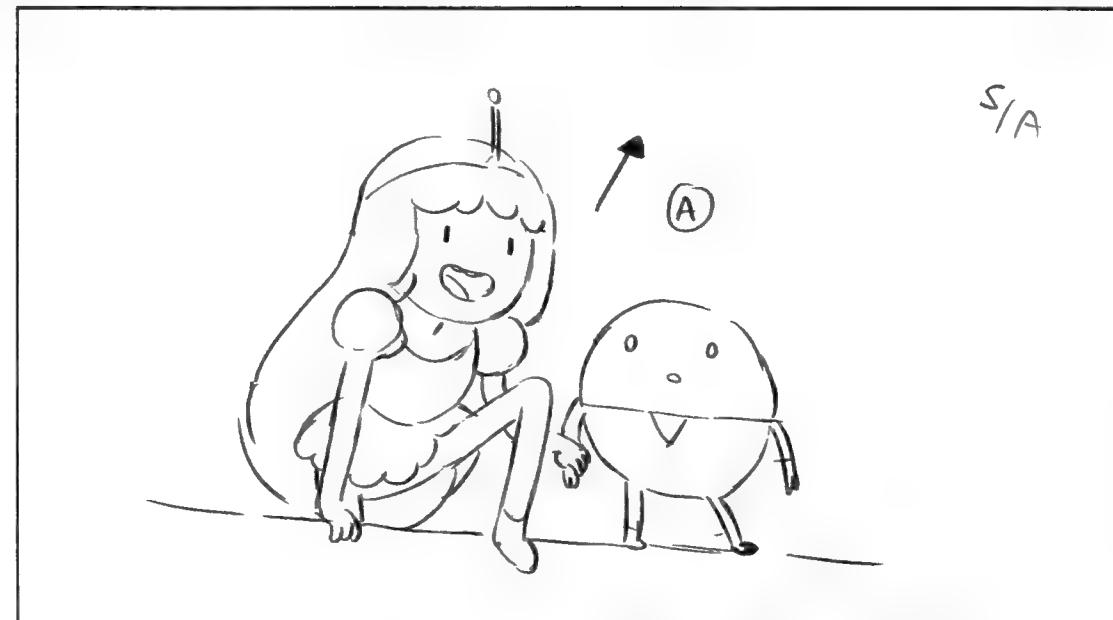
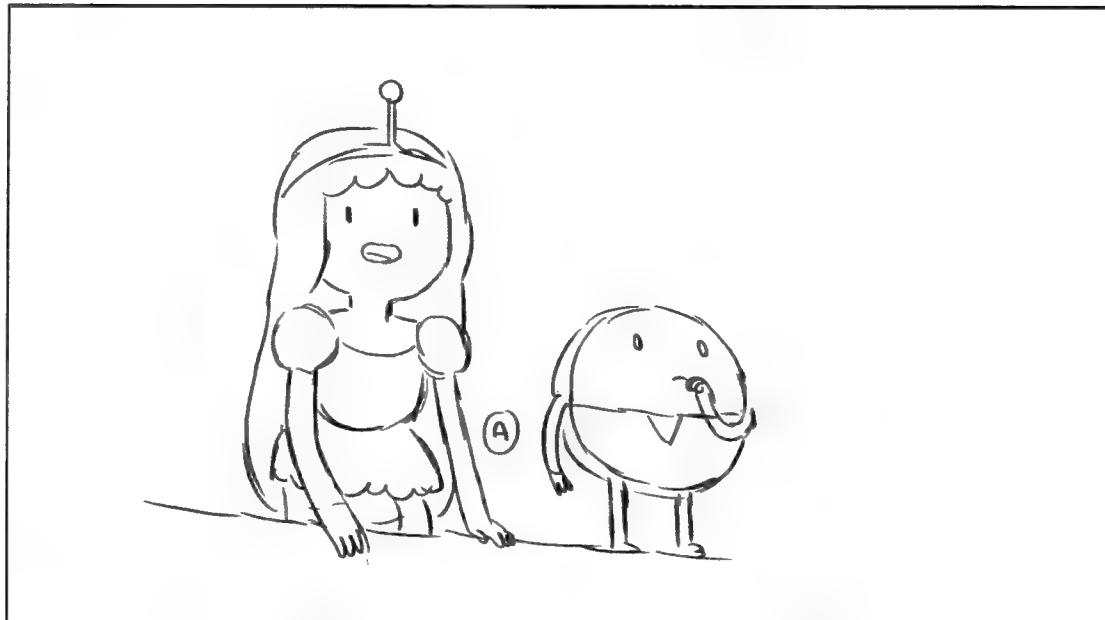
day night

Sc. 119

Pnl. B

Bg.

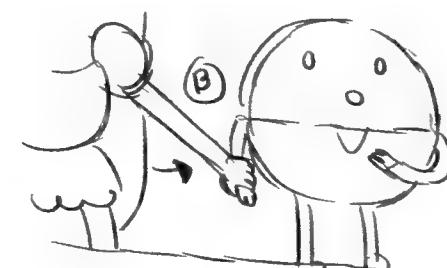
day night



Dialog:

PB: YEAH, BUT --

Action:

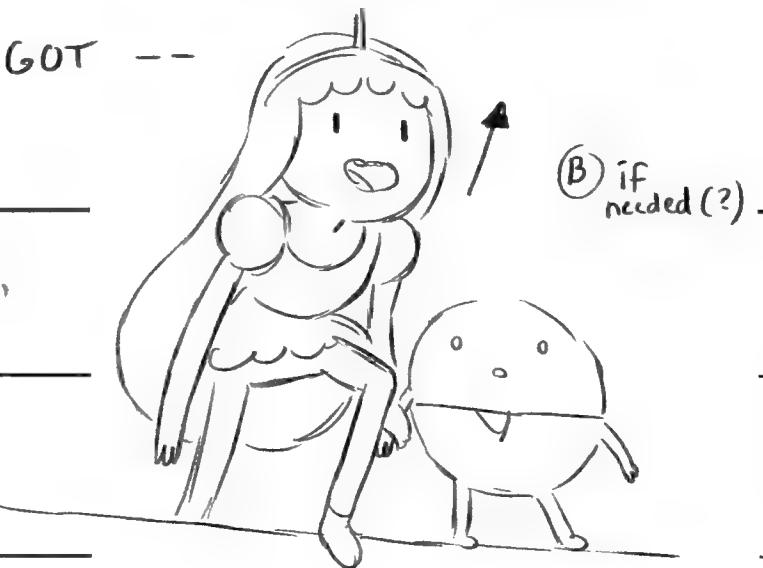


Timing:

-PB TAKES BEP BUT
BY THE HAND.

-PB STEPS
ONTO RAIL.

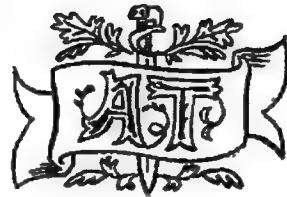
PB: -- I'VE GOT --



Production :

+ EPISODE # 1042-250

ADVENTURE TIME



Page 204

Sc. 120

Pnl. A

Bg.

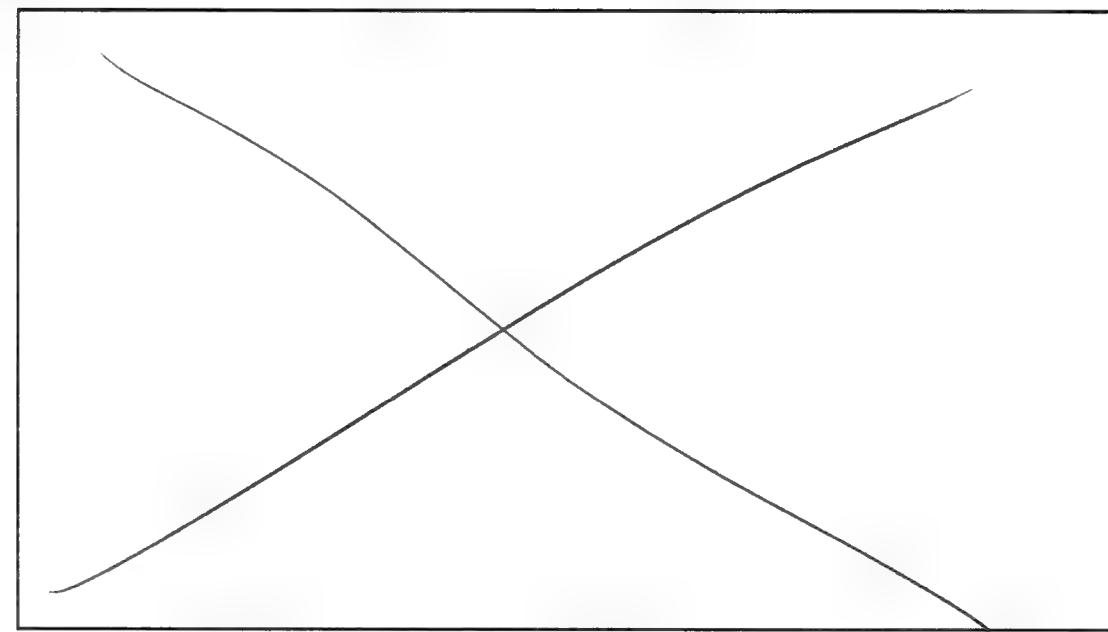
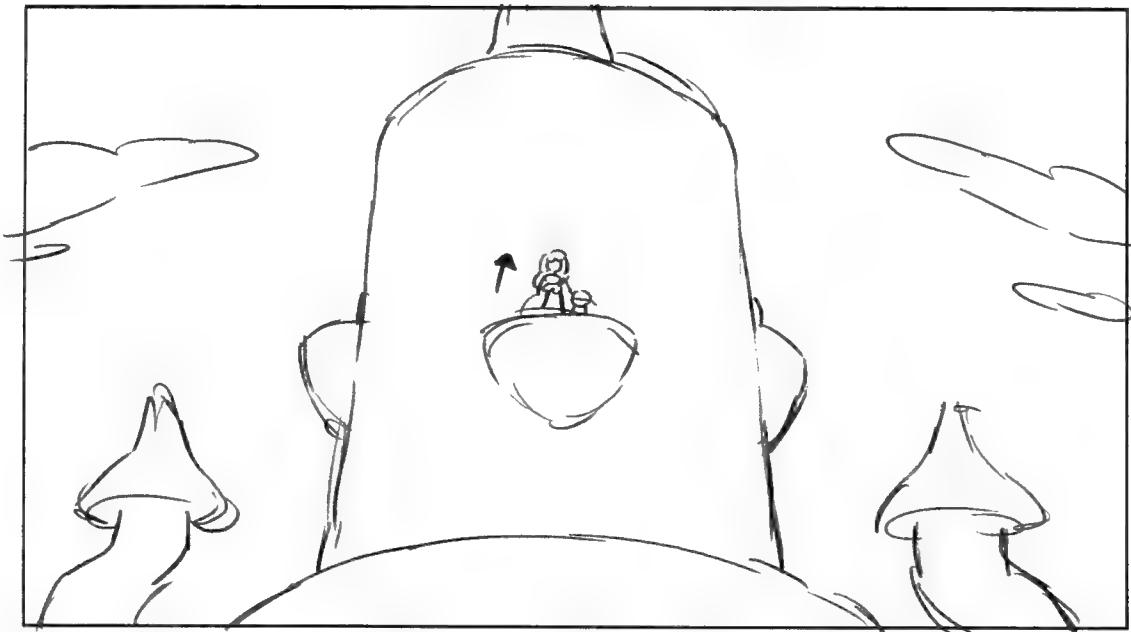
day night

Sc.

Pnl.

Bg.

day night



Dialog:

PB: CANDY!!

Action:

(PB's motion follows through from past shot)

Timing:

EPISODE #

Production :

1042-250

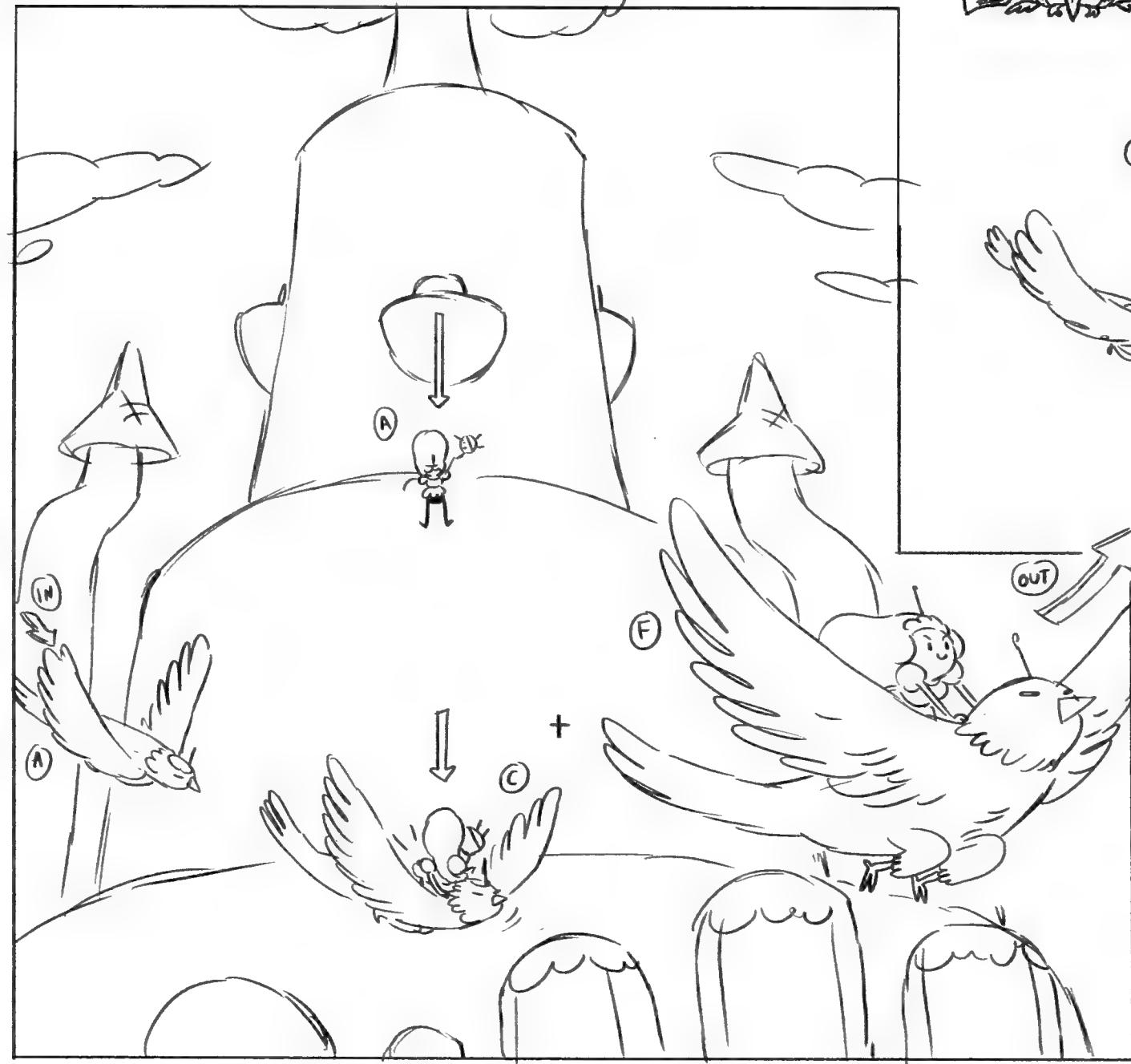
ADVENTURE TIME

Sc. 120

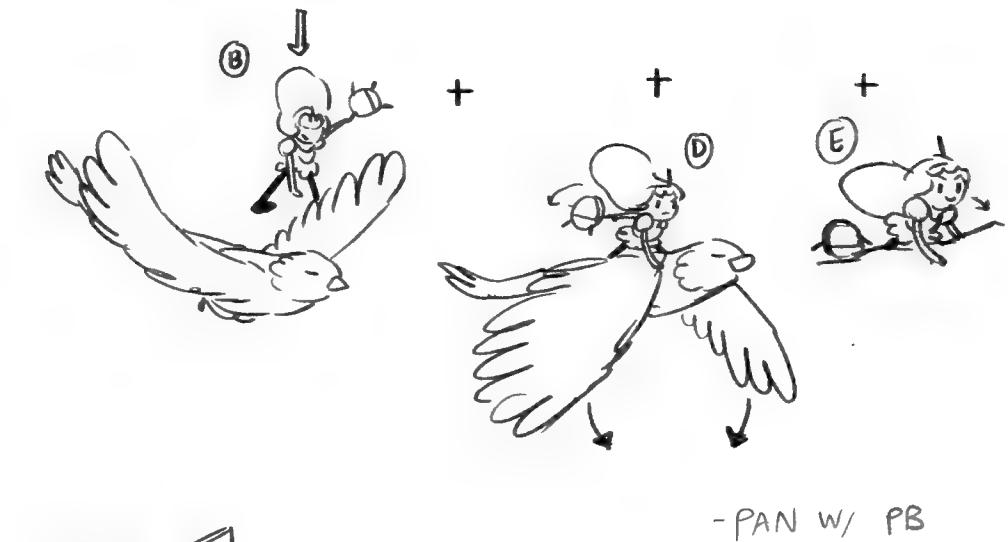
Pnl. B

Bg.

day night



Page 205



PB: KA-KAW!!



- PB
JUMPS
PAN
DOWN

Production :

EPISODE #

1042-256

ADVENTURE TIME



Page 206

Sc. 120

Pnl. C

Bg.

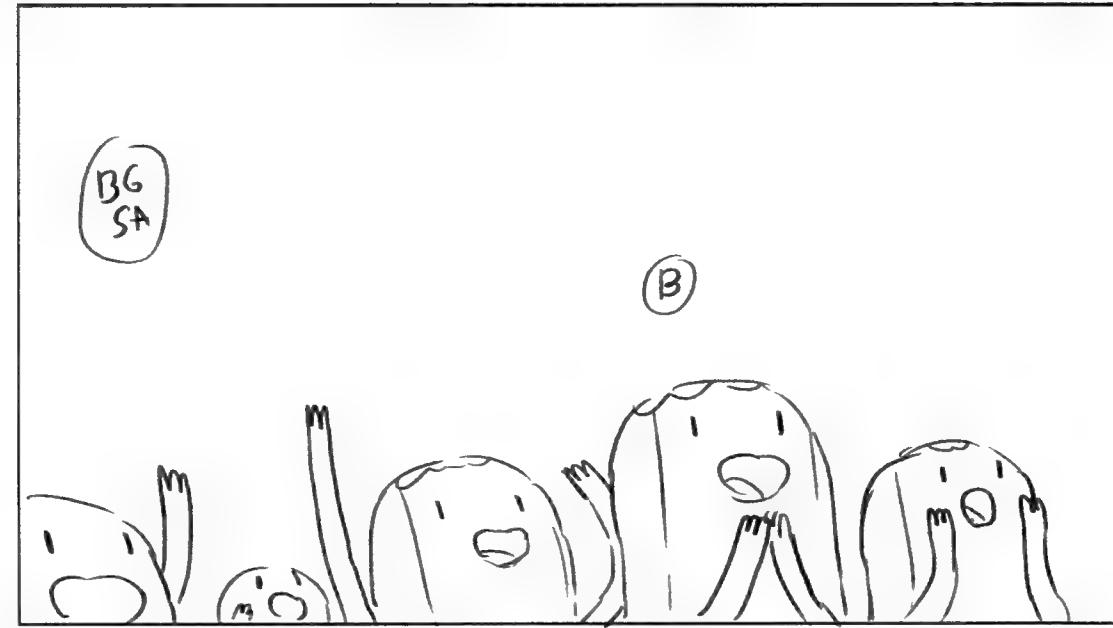
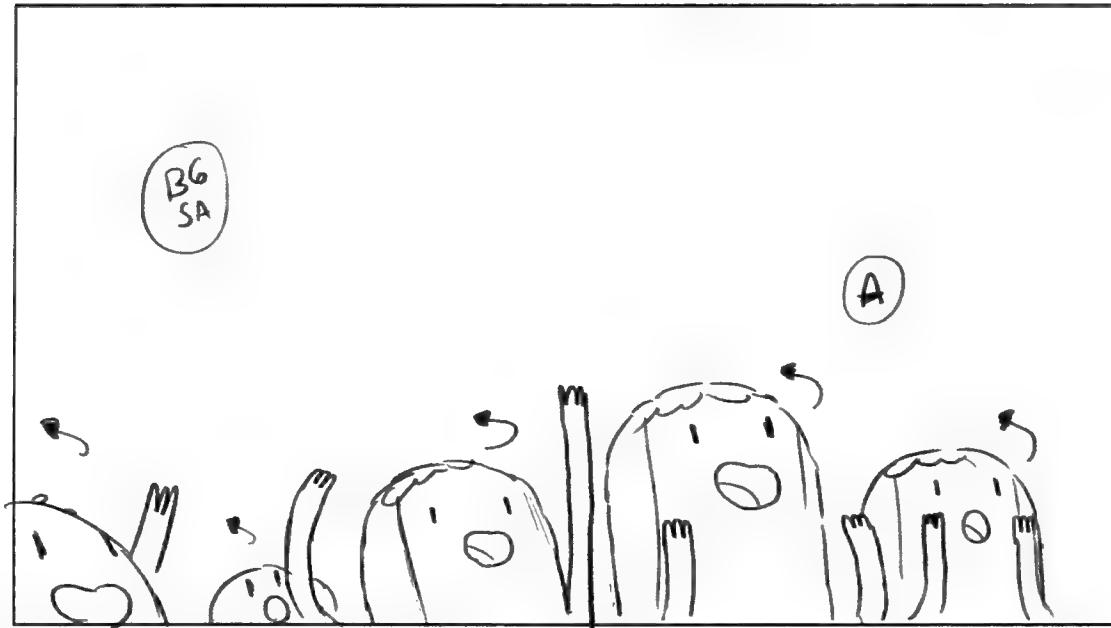
day night

Sc. 120

Pnl. D

Bg.

day night



Dialog:

BG #1: SO MAJESTIC!

AUT WOO-BUBBLEGUM!

Action:

- BANANA GUARDS AND
CANDY PEOPLE TURN.

Timing:

EPISODE #

Production :

1042-25C

ADVENTURE TIME



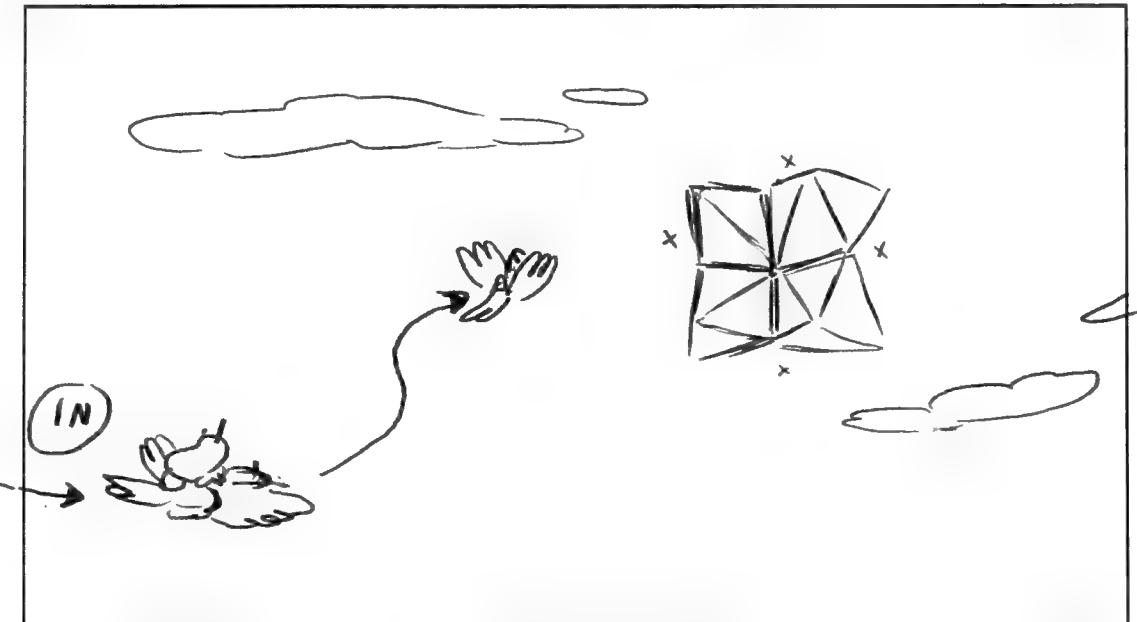
Page 207

Sc. 121

Pnl. A

Bg.

day night



Sc. 122

Pnl. A

Bg.

day night



Dialog:

FT: PICK A NUMBER...

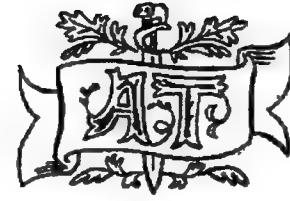
PB: How ABOUT...

Action:

- PB FLIES UP TO FORTUNE TELLER.

Timing:

ADVENTURE TIME



Sc. 122

Pnl. B

Bg.

day night

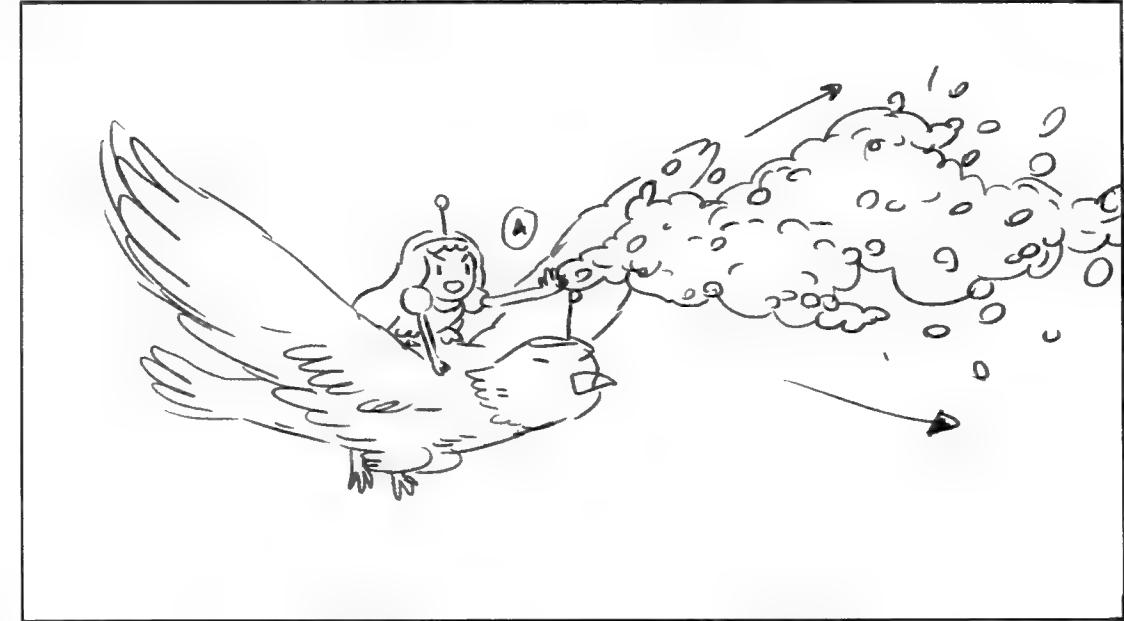
Sc. 122

Pnl. C

Bg.

day night

Page 208



Dialog:

PB: A NUMBER OF JELLYBEANS --

PB: IN YOUR FACE!

Action:



Timing:

- PB SHOOTS OUT A BEAM OF JELLY BEANS.



Production :

EPISODE #

1042-256

ADVENTURE TIME



Page 209

Sc. 123

Pnl. A

Bg.

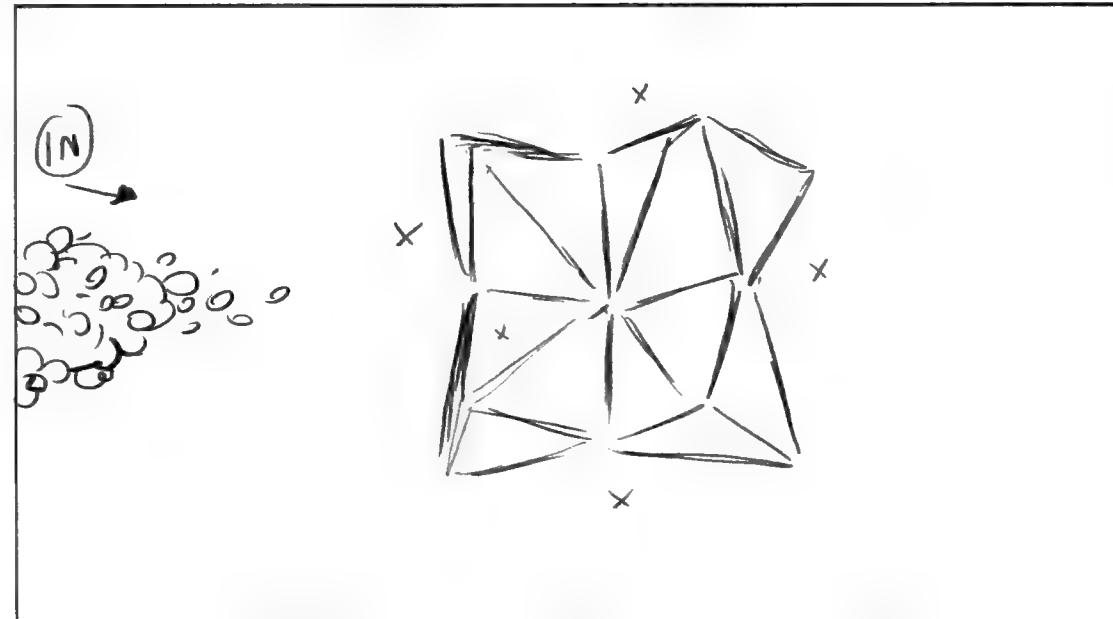
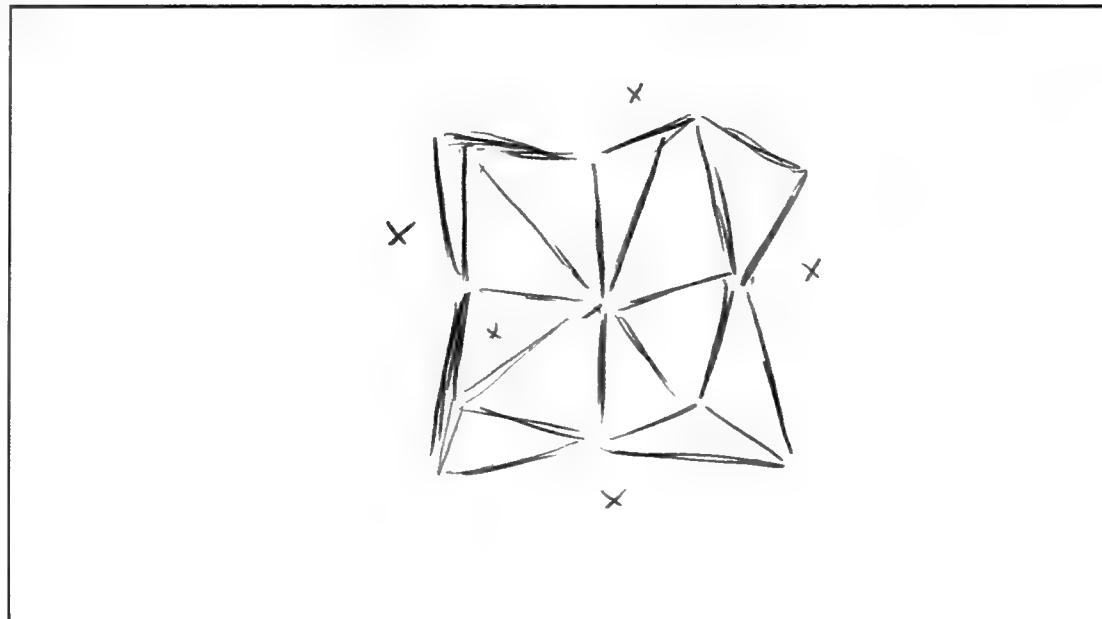
day night

Sc. 123

Pnl. B

Bg.

day night



Dialog:

Action:

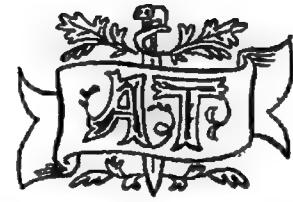
- JELLY BEAN BEAM SHOOTS ON/S.

Timing:

Production :

EPISODE # 1042-25C

ADVENTURE TIME



Page 210

Sc. 123

Pnl. C

Bg.

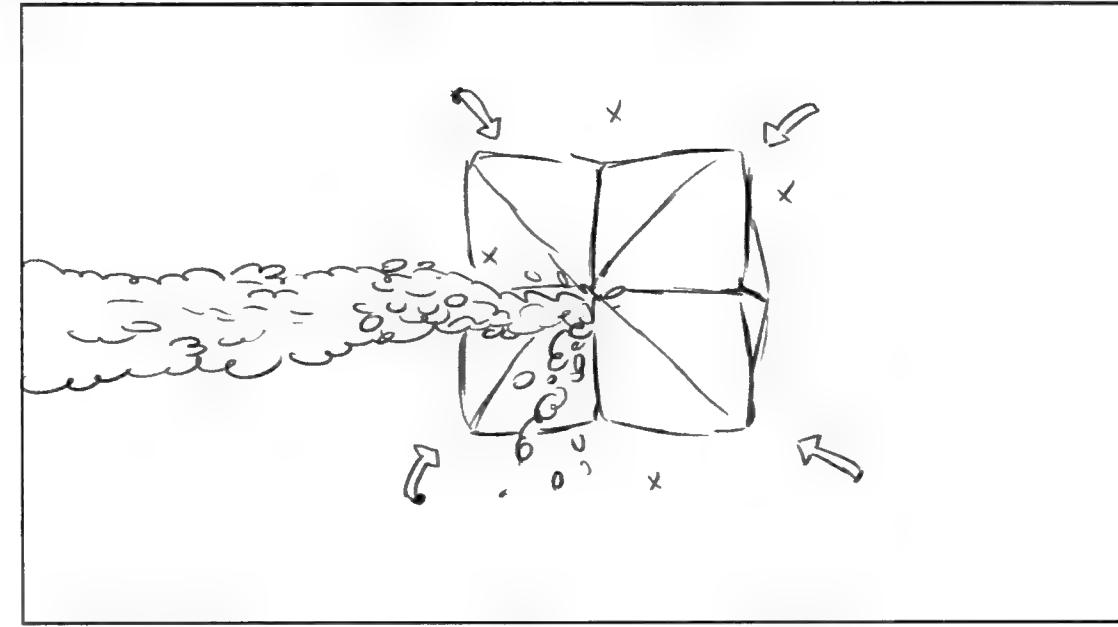
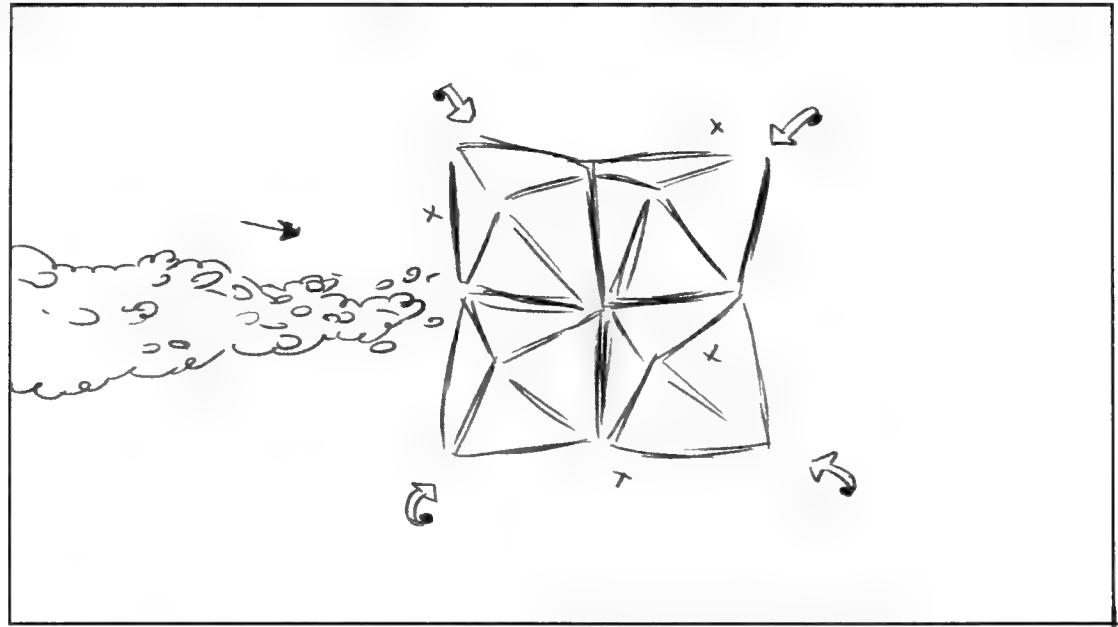
day night

Sc. 123

Pnl. D

Bg.

day night



Dialog:

SFX: * FRRRRT *

Action:

- F.T. closes up

- beans ricochet away

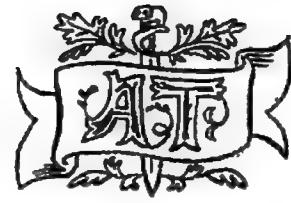
Timing:

EPISODE #

Production :

1042-256

ADVENTURE TIME



Sc. 124

Pnl. A

Bg.

day night

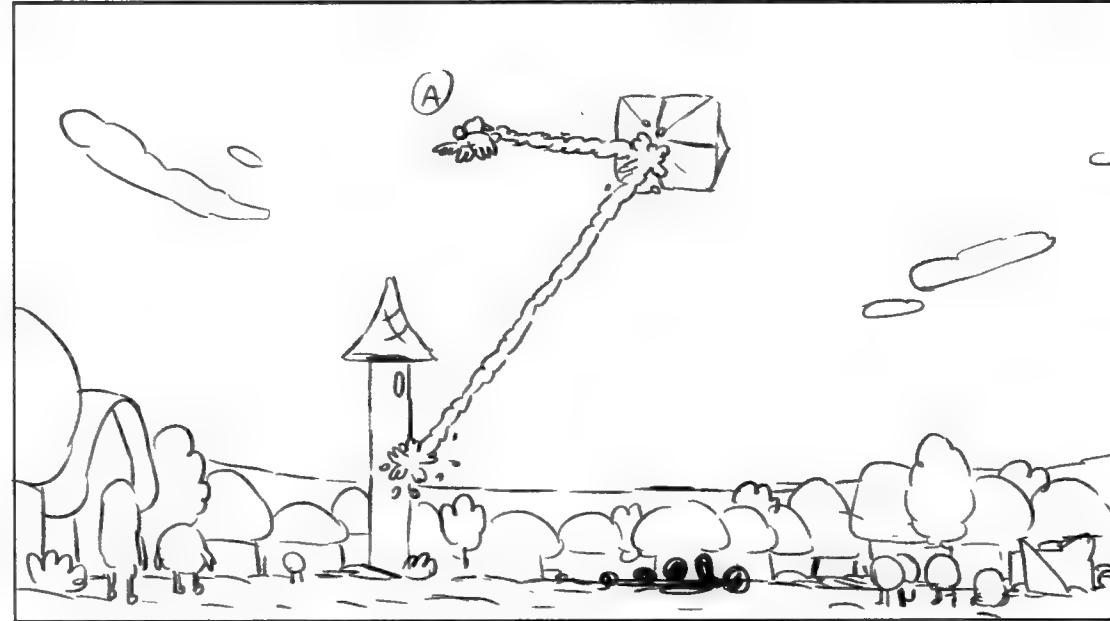
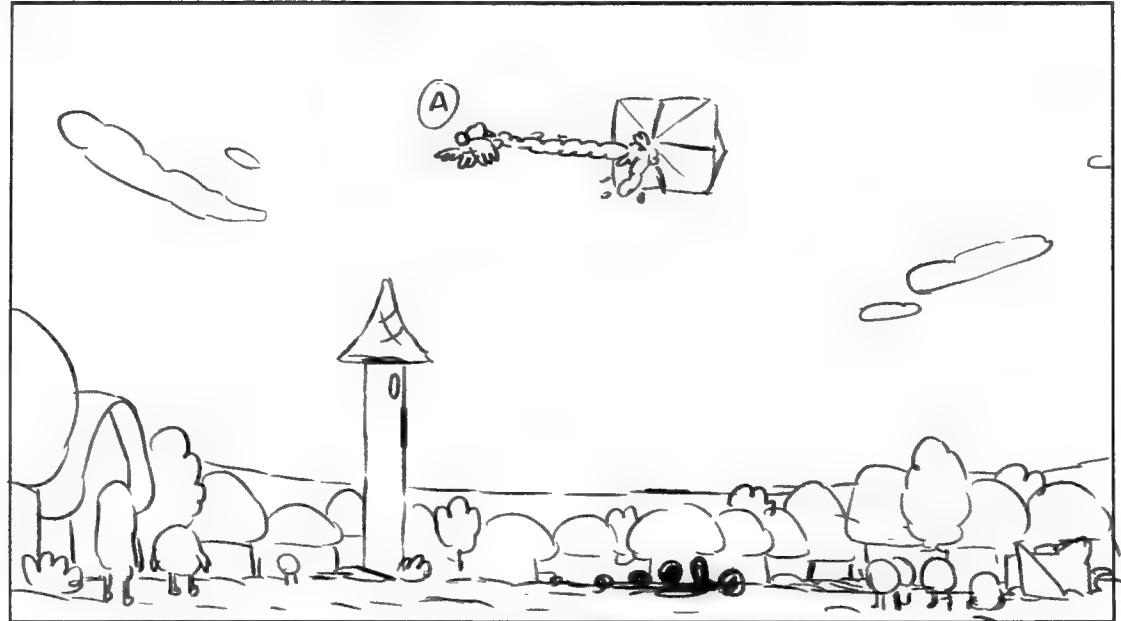
Sc. 124

Pnl. B

Bg.

day night

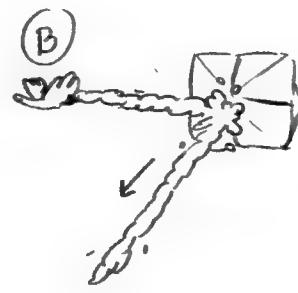
Page 211



Dialog:

SFX: * PRRRT ! *

Action:



-JELLY BEAN BEAM
ricochets into ANOTHER TOWER.



Timing:

Production :

EPISODE # 1042-25C

ADVENTURE TIME



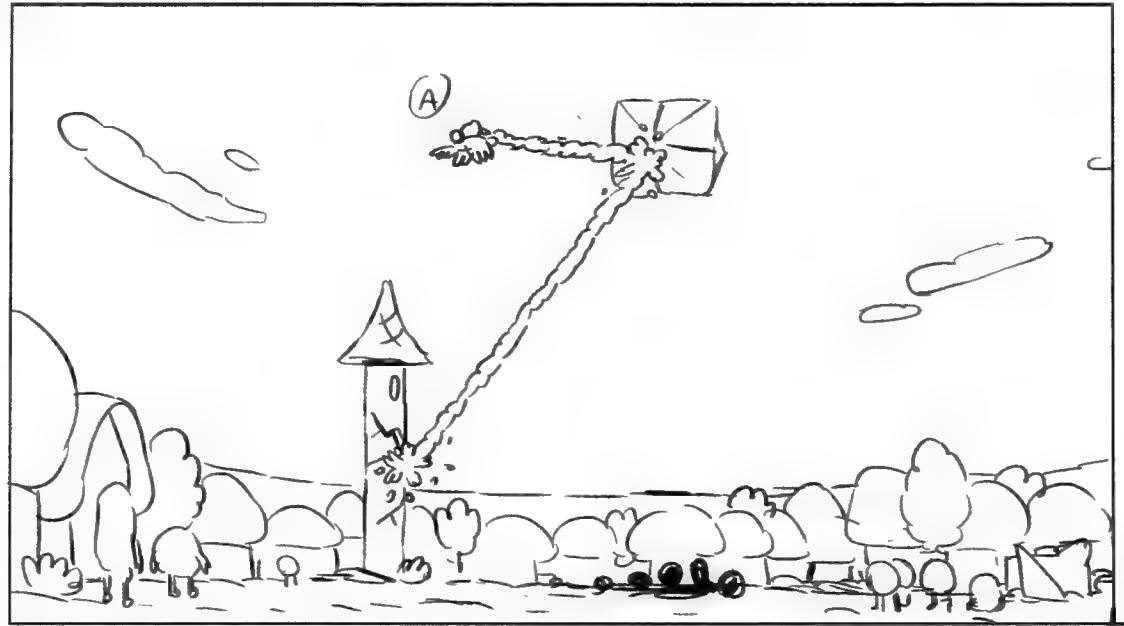
Page 212

Sc. 124

Pnl. C

Bg.

day night

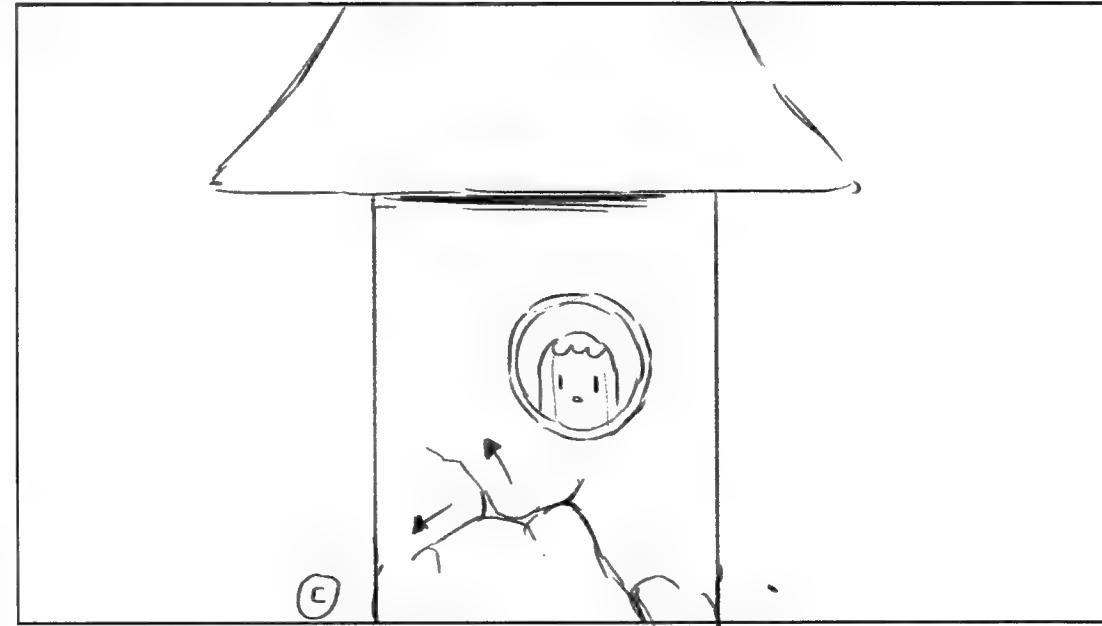


Sc. 125

Pnl. A

Bg.

day night



Dialog:

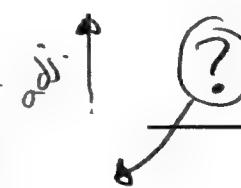
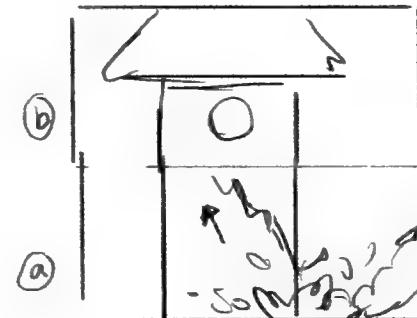
SFX: (CRACKS IN TOWER)

Action:



Timing:

SFX: (CRACKS)



- CRACK TRAVELS
UP TOWER TO
BANANA GUARD.

ADVENTURE TIME



Page 213

Sc. 125

Pnl. B

Bg.

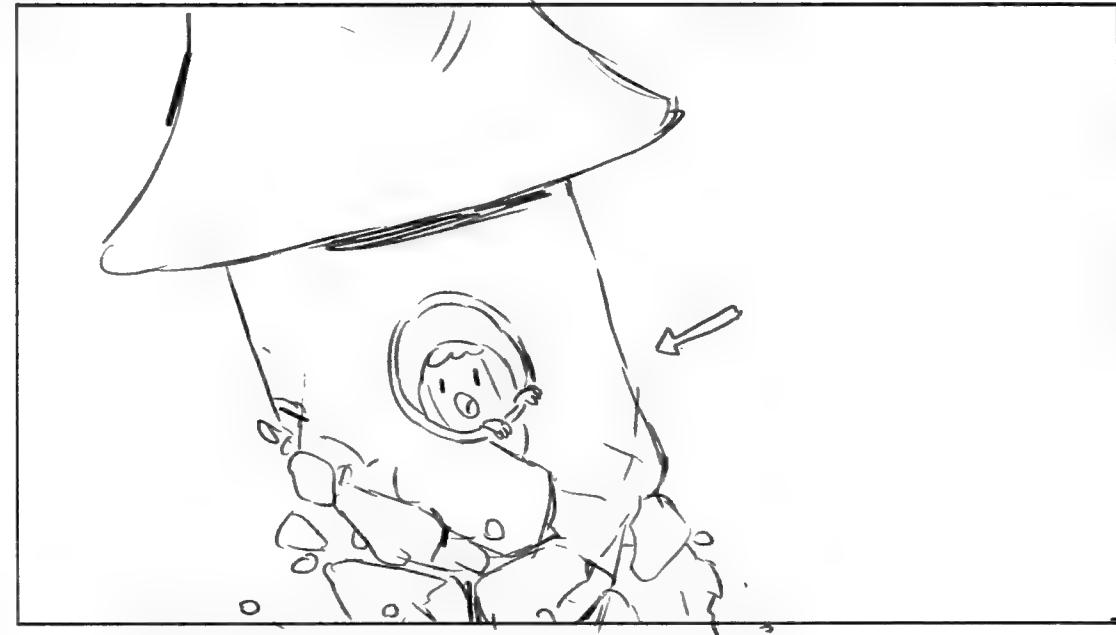
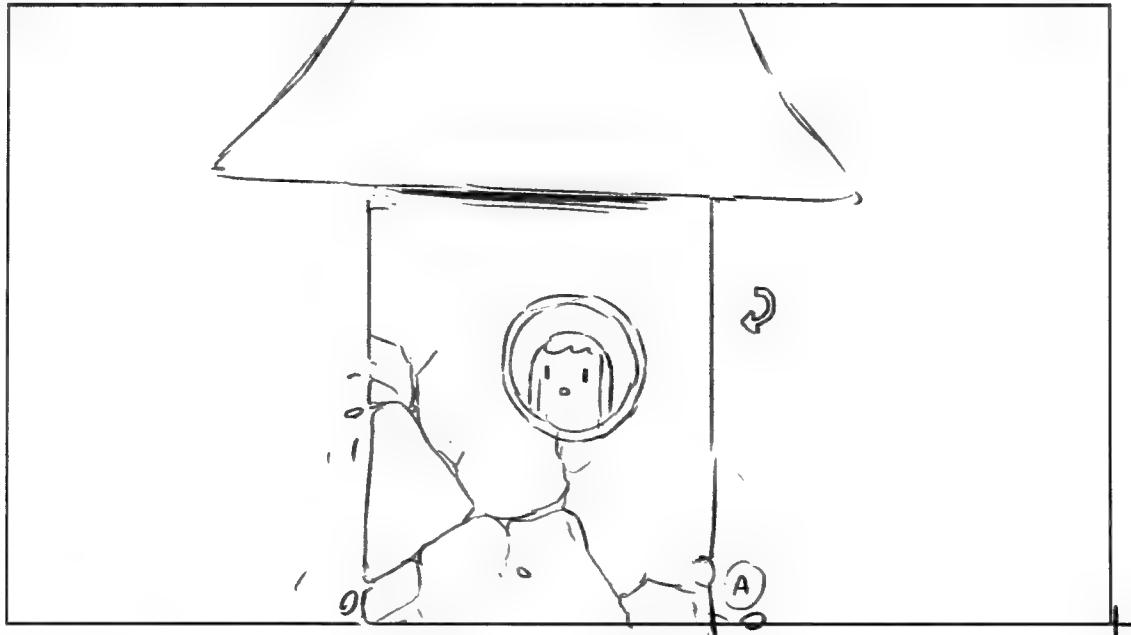
day night

Sc. 125

Pnl. C

Bg.

day night



Dialog:

BG#2: UH-UH.

B.G#2 WATCH OUT BELOW

SPX: * CRK-K-K-K *

-TOWER STARTS FALLING

Action:

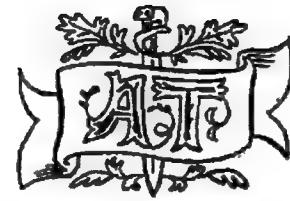
Timing:

1042-250

EPISODE #

Production :

ADVENTURE TIME



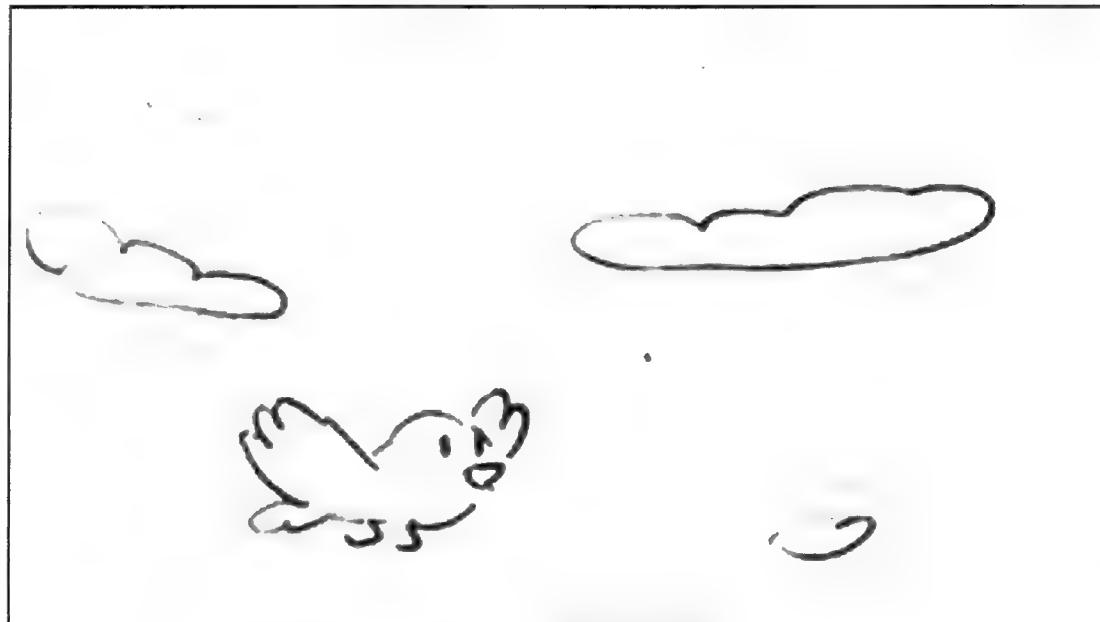
Page 214

Sc. 124

Pnl. A

Bg.

day night

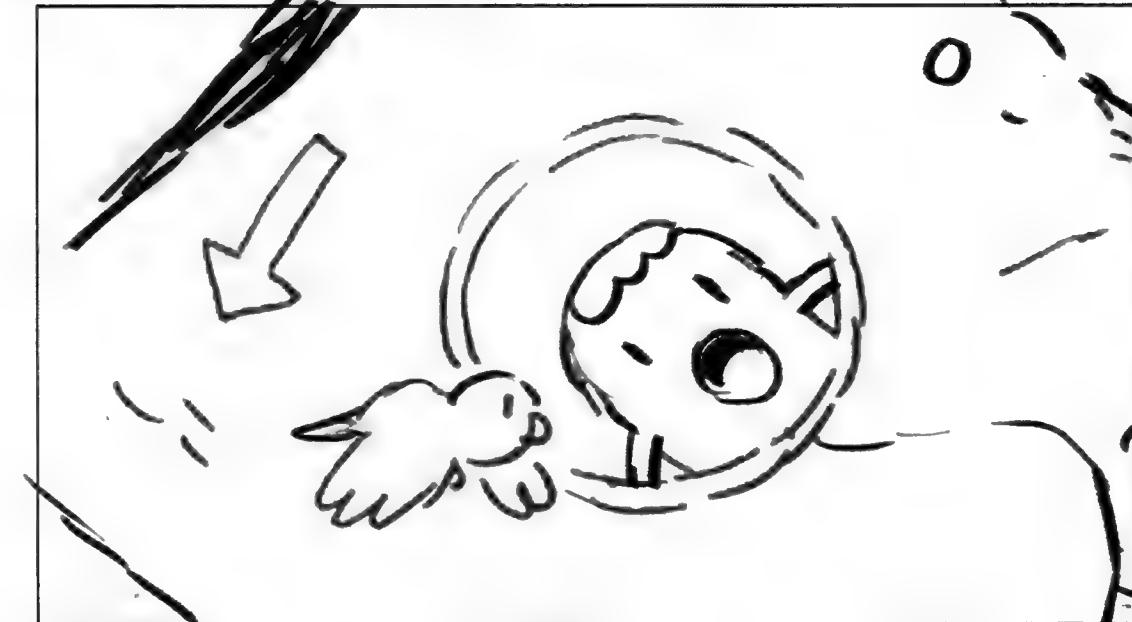


Sc. 126

Pnl. B

Bg.

day night



Dialog:

BG#2 : (o/s) A AAA A --

BG#2: AAAAA --

Action: - SCENE SUDDENLY VERY QUIET.
- TOWER FALLS THROUGH SCREEN IN SLO-MOTION.

Timing:

ADVENTURE TIME

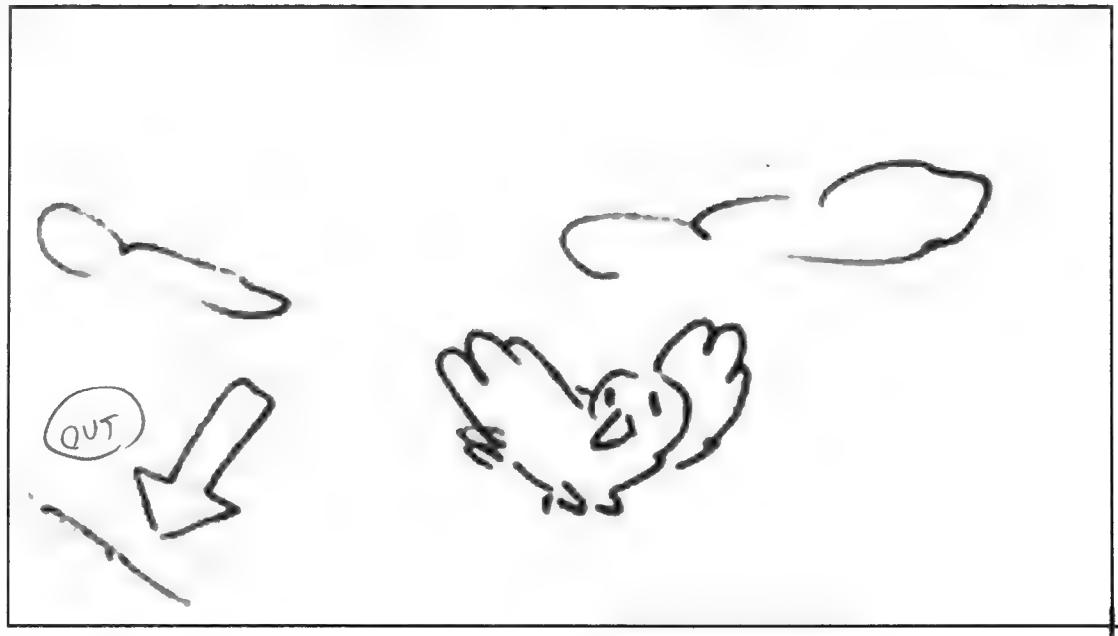


Sc. 126

Pnl. C

Bg.

day night

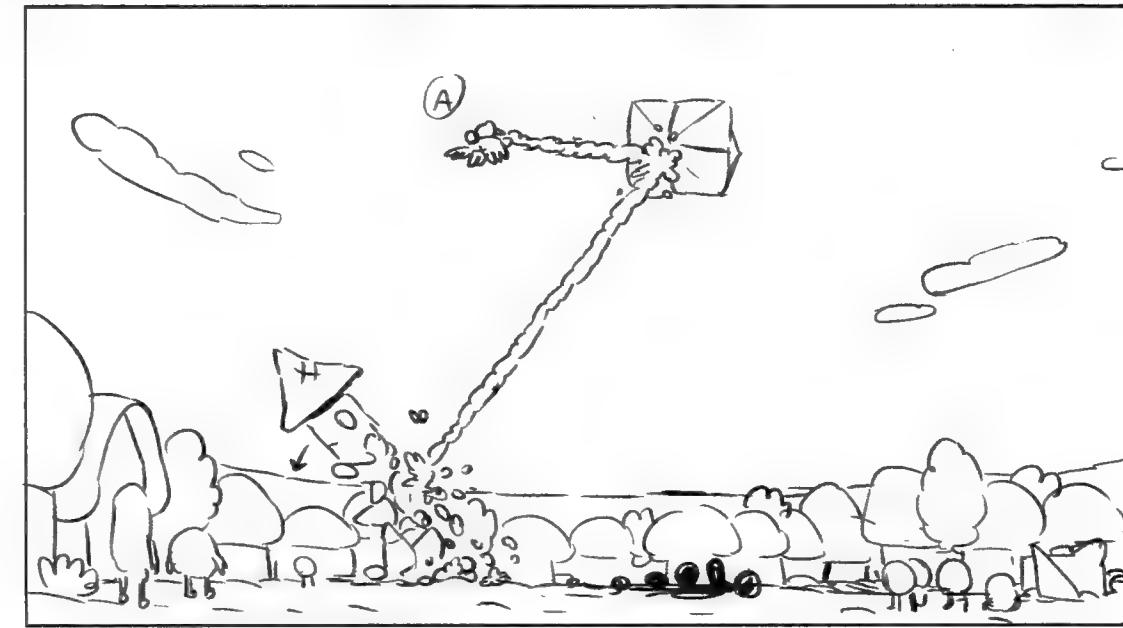


Sc. 127

Pnl. A

Bg.

day night



Dialog:

BG#2 : AA AA ...

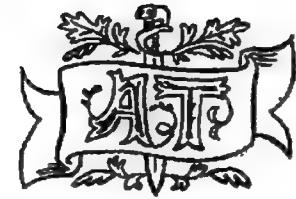
Action:

- TOWER FALLS OFF/S.



Timing:

ADVENTURE TIME



Page 216

Sc. 127

Pnl. B

Bg.

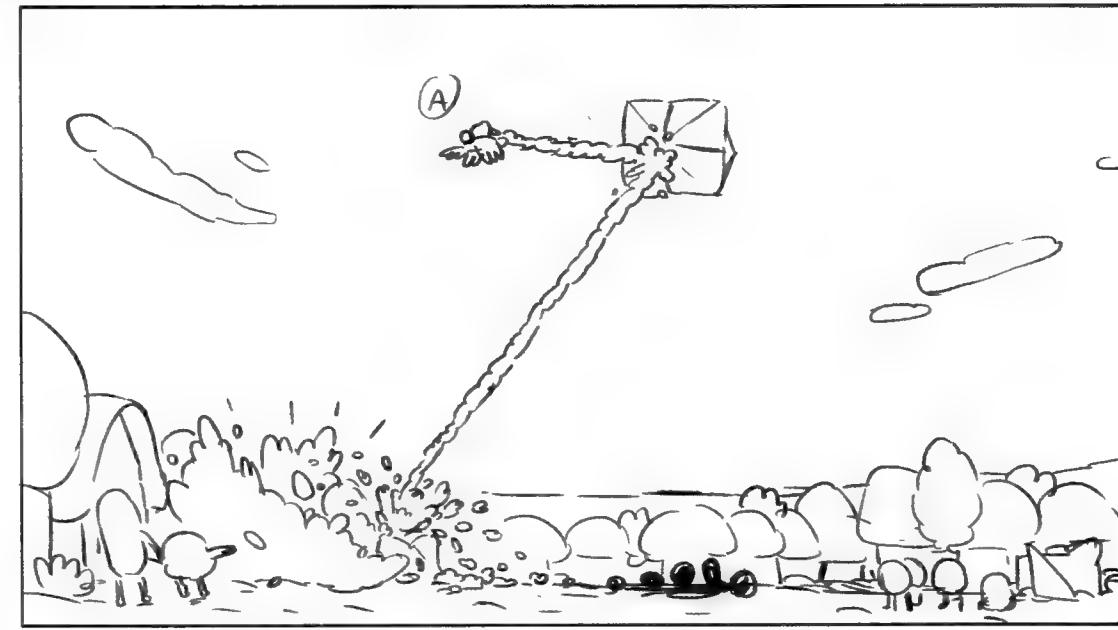
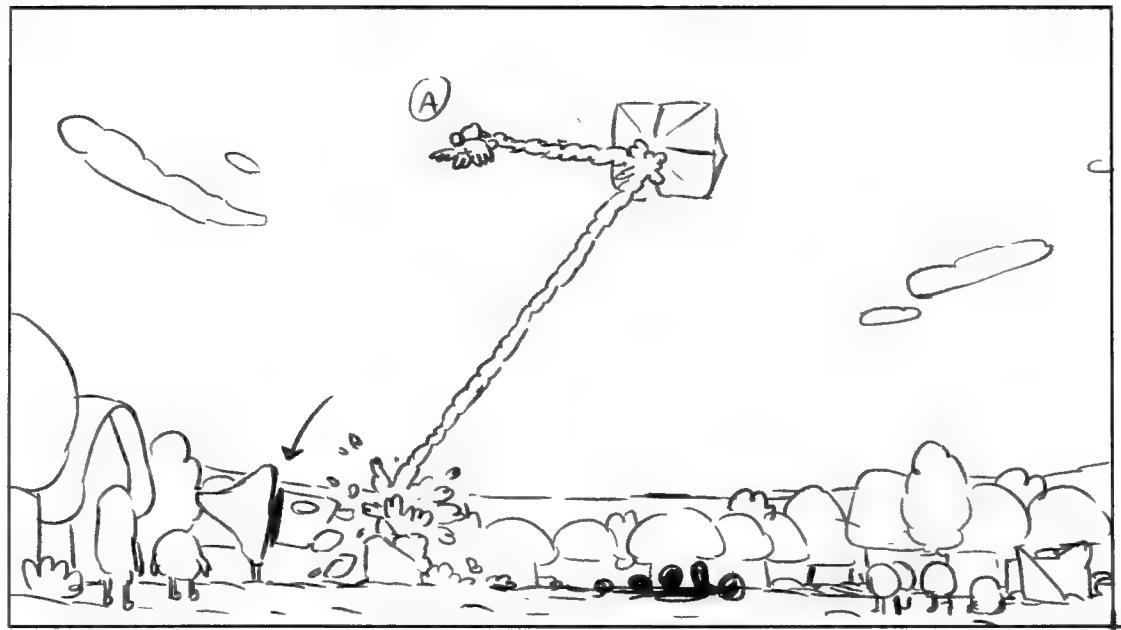
day night

Sc. 127

Pnl. C

Bg.

day night



Dialog:

SFX: * SKSHHH! *

Action:



(tower crashes to ground)

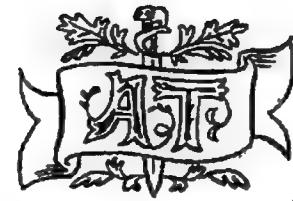
Timing:

EPISODE #

Production :

1042-256

ADVENTURE TIME



217
Page _____

Sc. 128

Pnl. A

Bg.

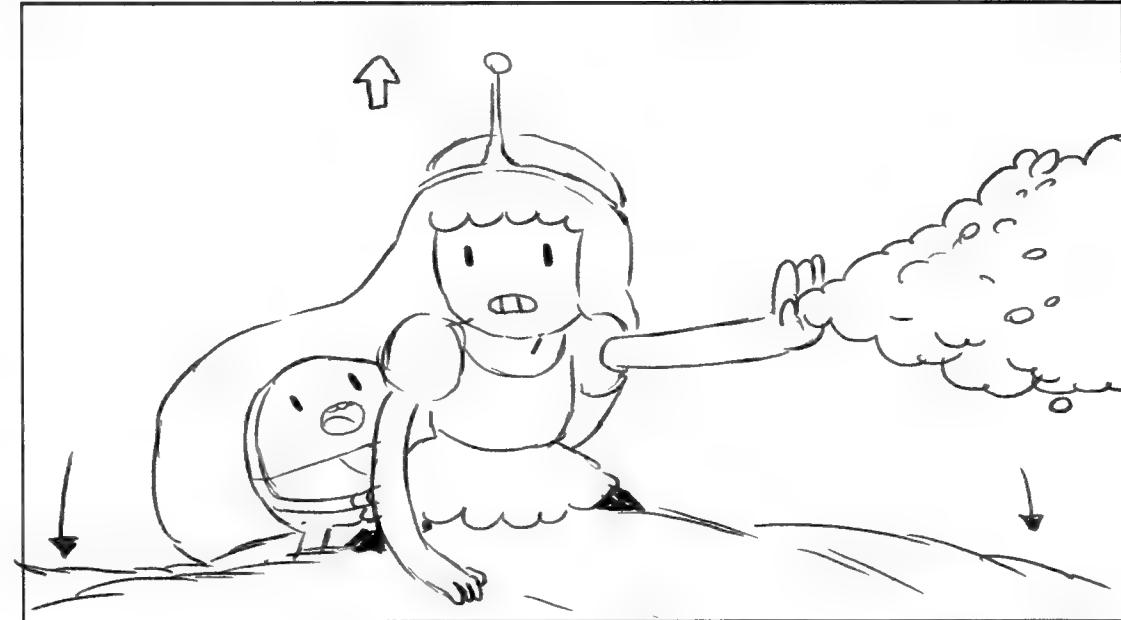
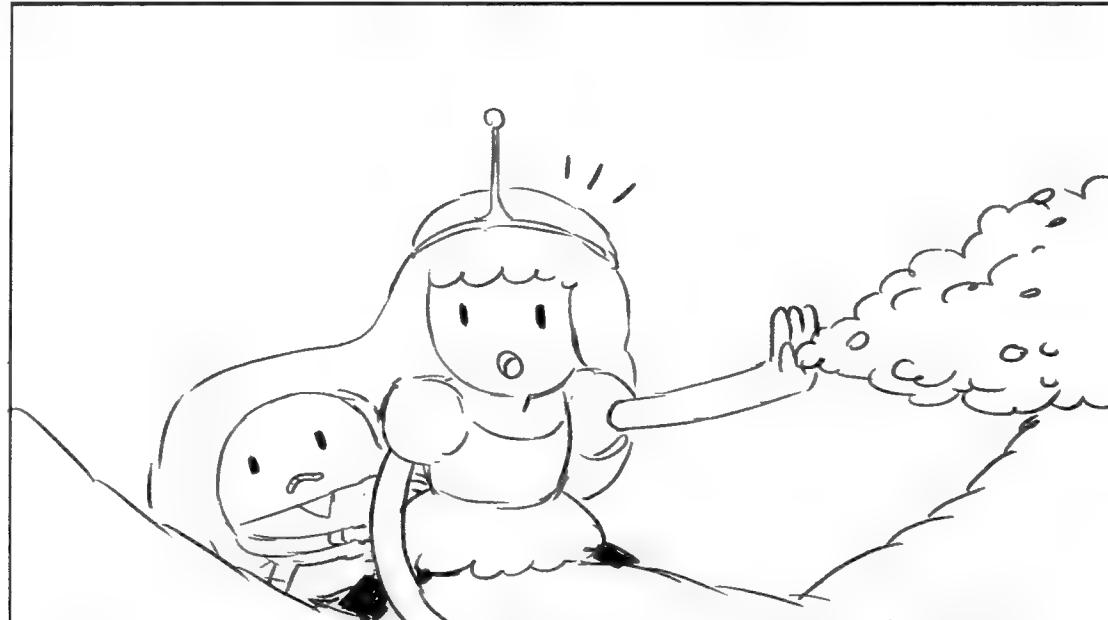
day night

Sc. 128

Pnl. B

Bg.

day night



Dialog:

PB: OH, SHOOT!

PEP: TRY A MORE POWERFUL ATTACK!

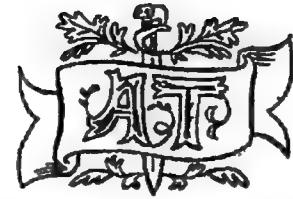
Action:

Timing:

EPISODE # 1042-256

Production :

ADVENTURE TIME



Page 218

Sc. 128

Pnl. C

Bg.

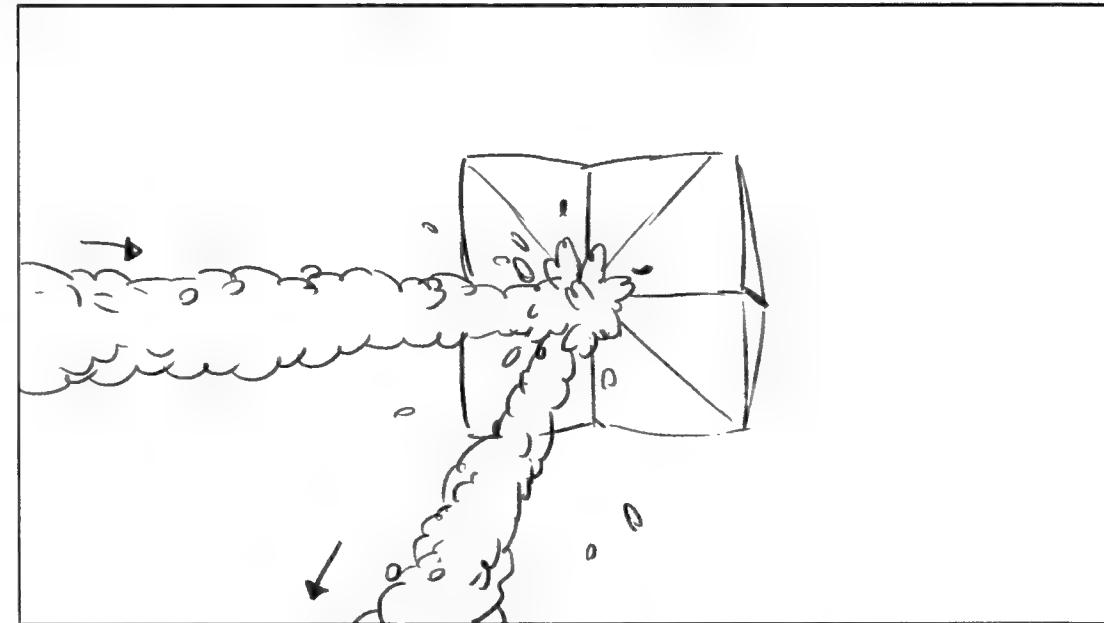
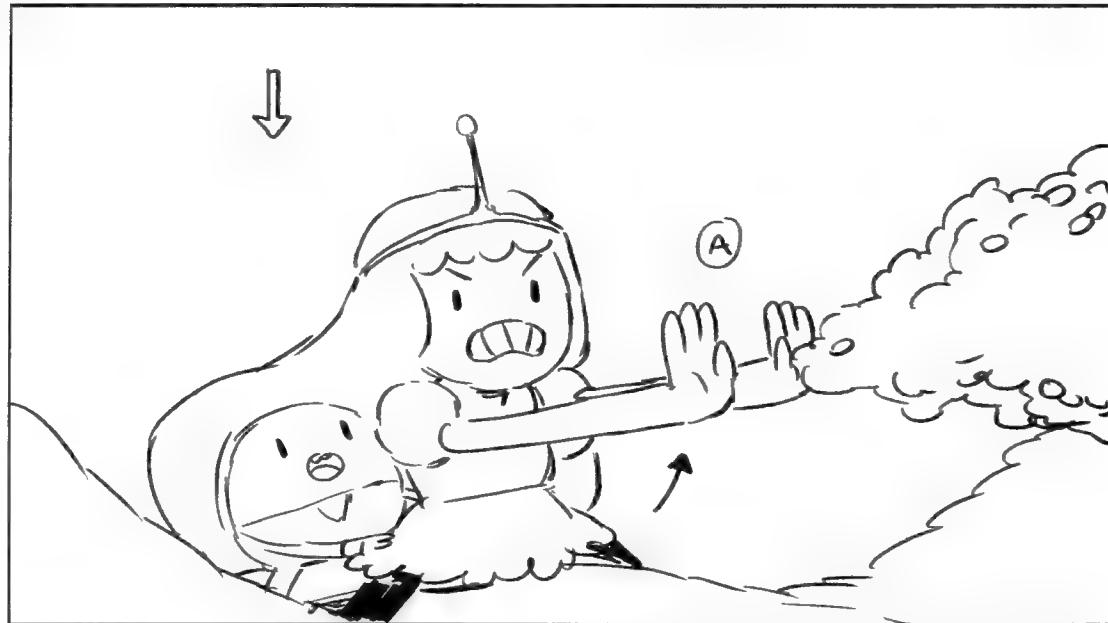
day night

Sc. 129

Pnl. A

Bg.

day night



Dialog:

PEP: DO A GOBSTOPPER!

SFX: *FRRRRT!*

Action:

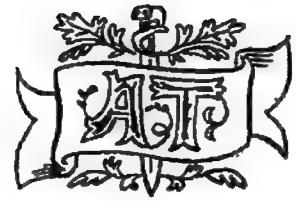


Timing:

PEP: ^(o/s) THAT'S JUST MORE BEANS!

• JELLY BEANS CONTINUE RICOCHETING.

ADVENTURE TIME



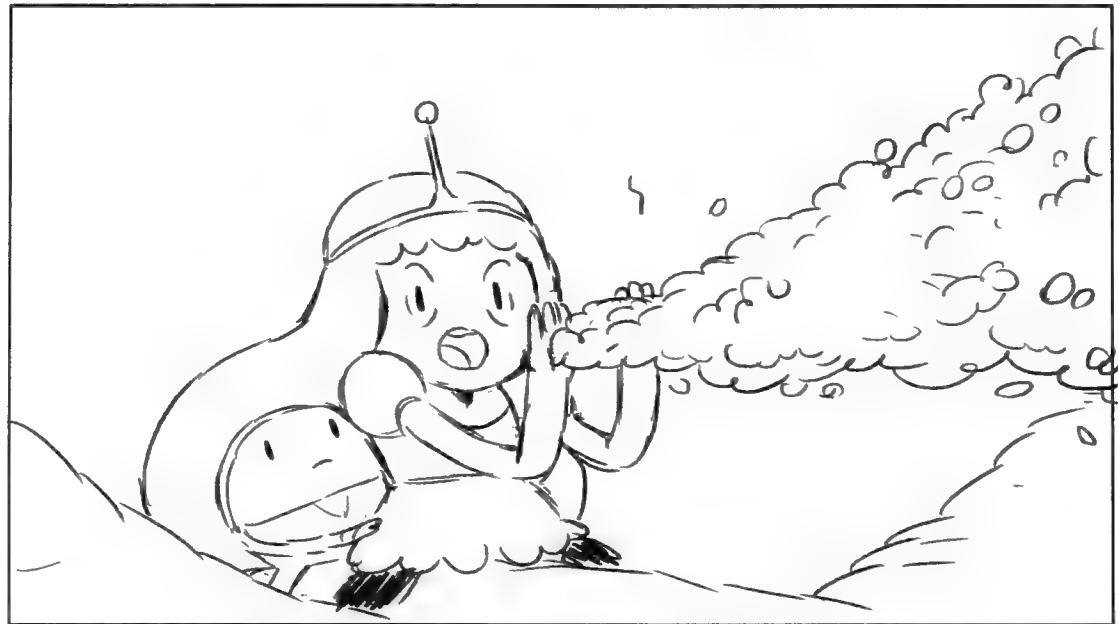
Page 219

Sc. 130

Pnl. A

Bg.

day night

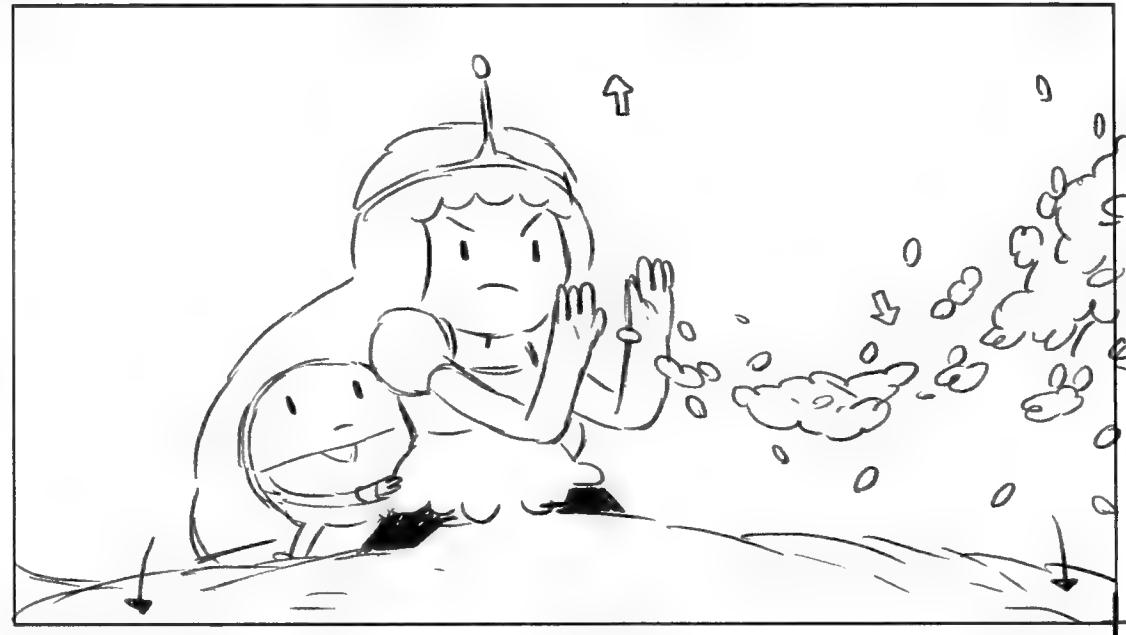


Sc. 130

Pnl. B

Bg.

day night



Dialog:

PB: I'M TRYING !!

Action:

- JELLY BEAN BEAM DISSIPATES.

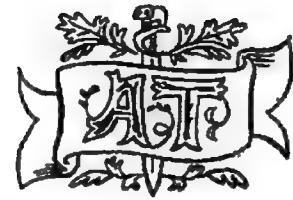
Timing:

Production :

1042-256

EPISODE #

ADVENTURE TIME



Page 220

Sc. 130

Pnl. C

Bg.

day night

Sc. 131

Pnl. A

Bg.

day night



Dialog:

PB: HNNGG...



SFX: * FRRRT -- *

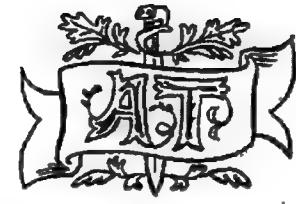
Action:

- PB STRAINS.

- two giant bems grow out of PBs palms

Timing:

ADVENTURE TIME



Page 221

Sc. 131

Pnl. B

Bg.

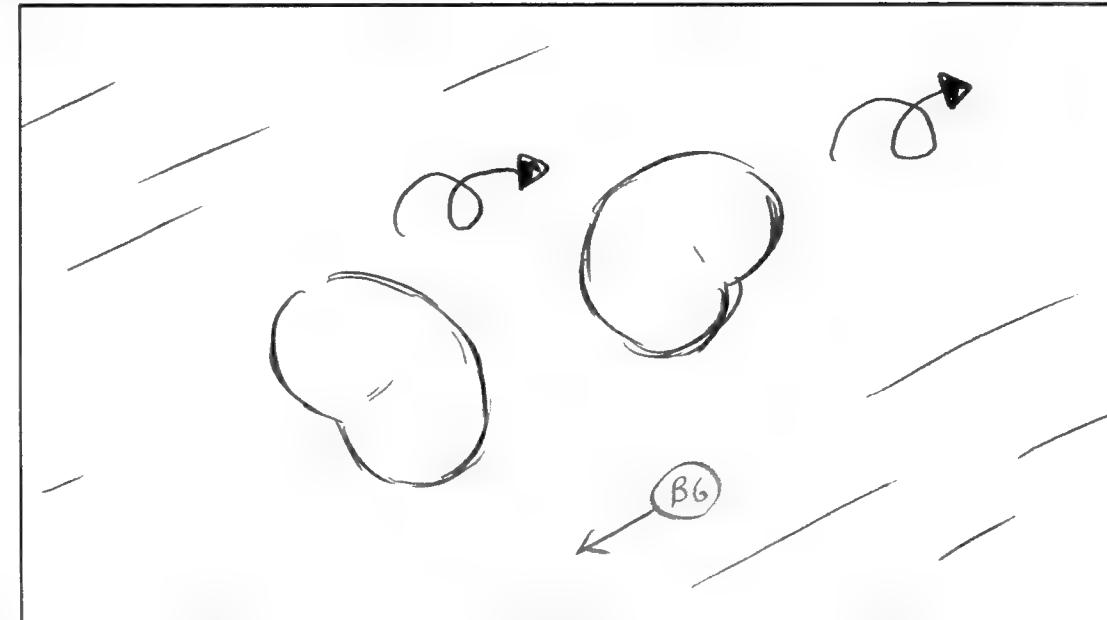
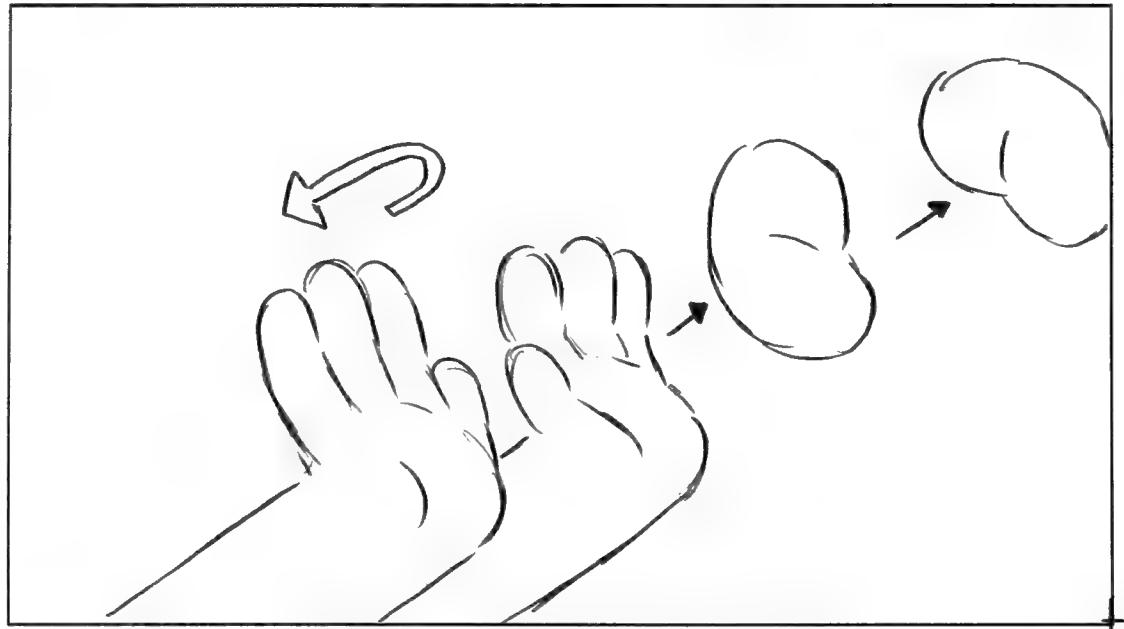
day night

Sc. 131

Pnl. C

Bg.

day night



Dialog:

SFX: * FWOMP! *

Action:

- Beans shoot out suddenly

- fly hard and fast through air

Timing:

ADVENTURE TIME



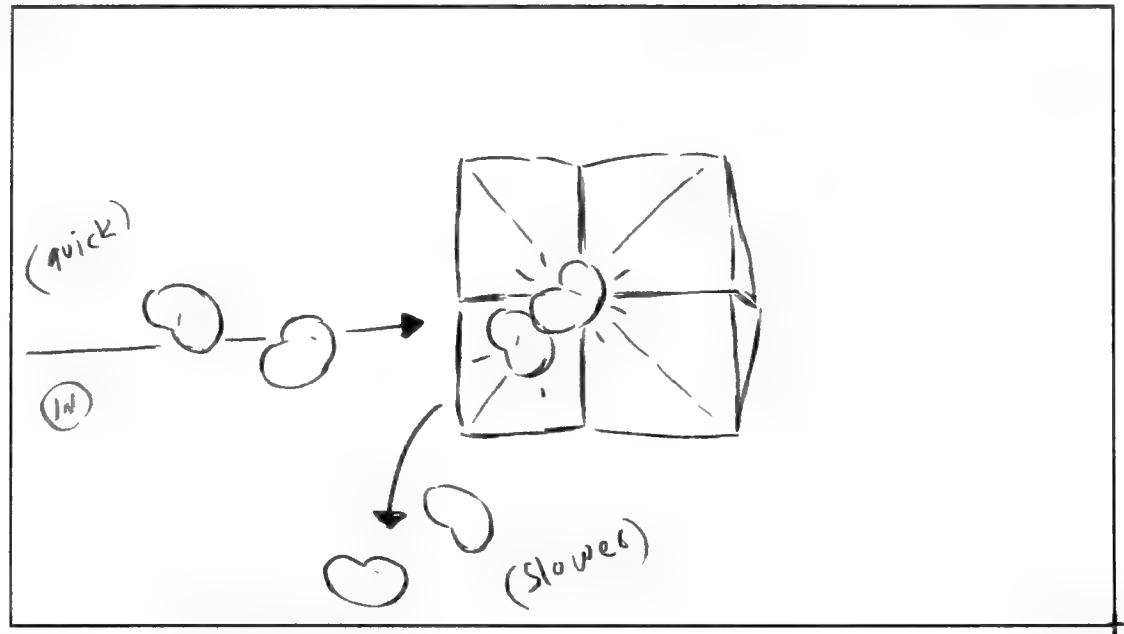
Page 222

Sc. 132

Pnl. A

Bg.

day night

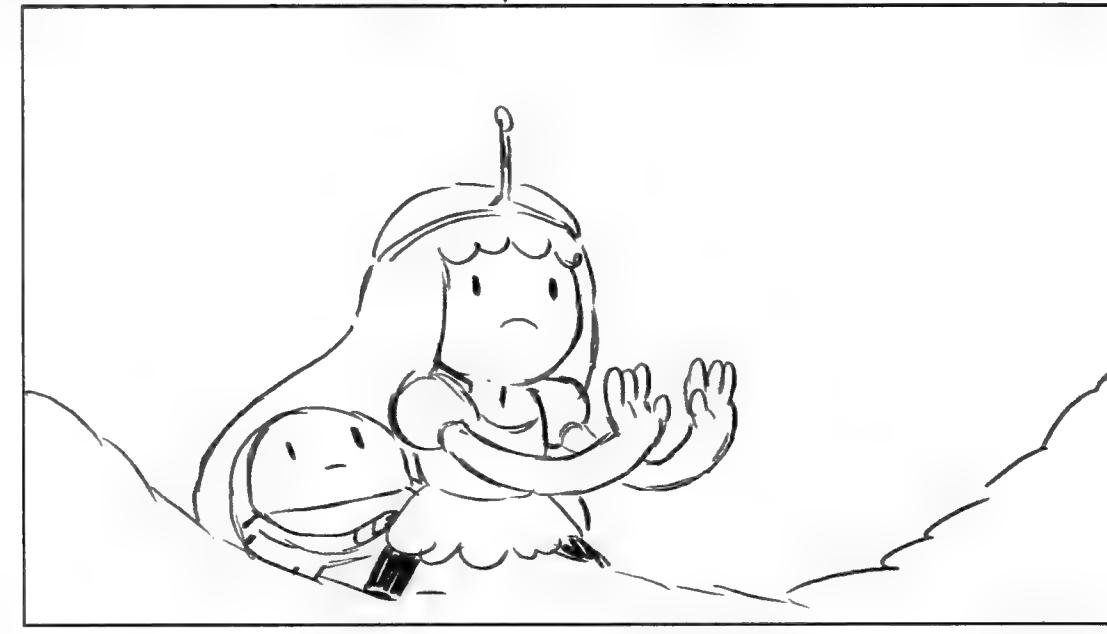


Sc. 133

Pnl. A

Bg.

day night



Dialog:

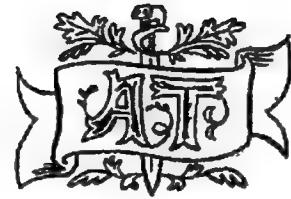
SFX: + BOING. +
(pathetic)

Action:

- JELLY BEANS FLY ON/S AND HARMLESSLY
BOUNCE OFF OF F.T. AND FALL OFF/S.

Timing:

ADVENTURE TIME



Page 223

Sc. 133

Pnl. B

Bg.

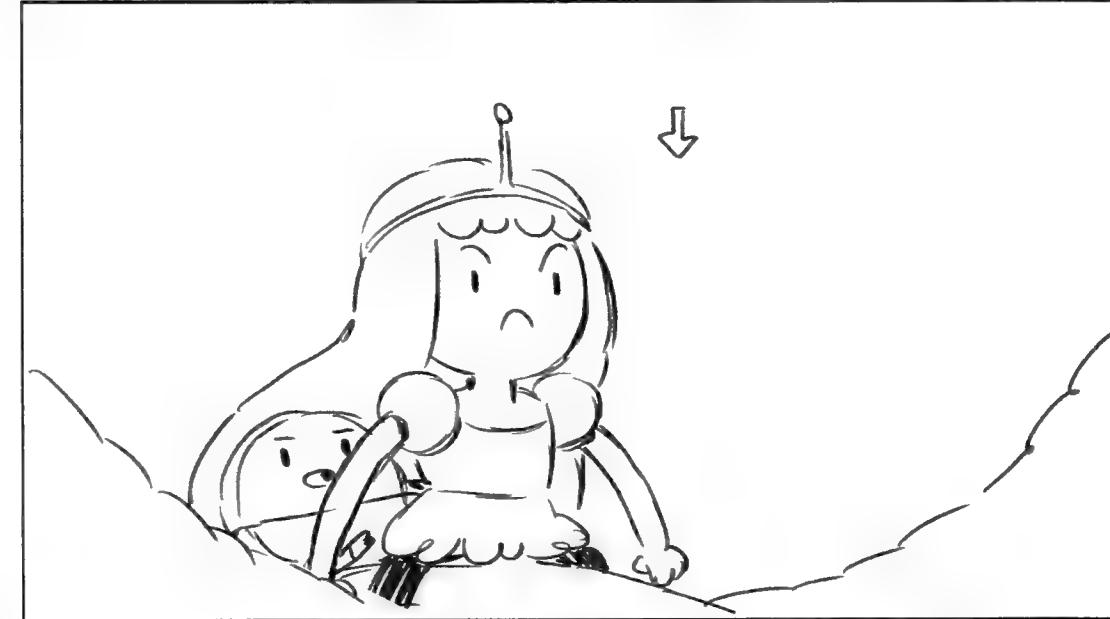
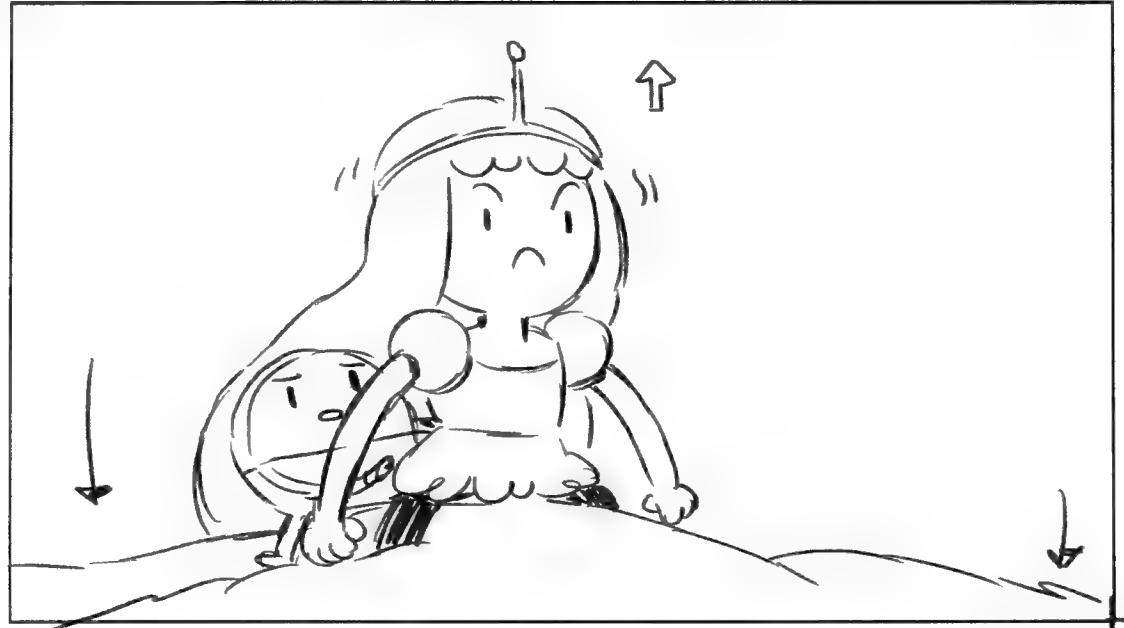
day night

Sc. 133

Pnl. C

Bg.

day night



Dialog:

PEP: OKAY --

PEP: THOSE WERE STILL JELLYBEANS.. .

Action:

Timing:

ADVENTURE TIME



Sc. 133

Pnl. D

Bg.

day night

Sc. 133

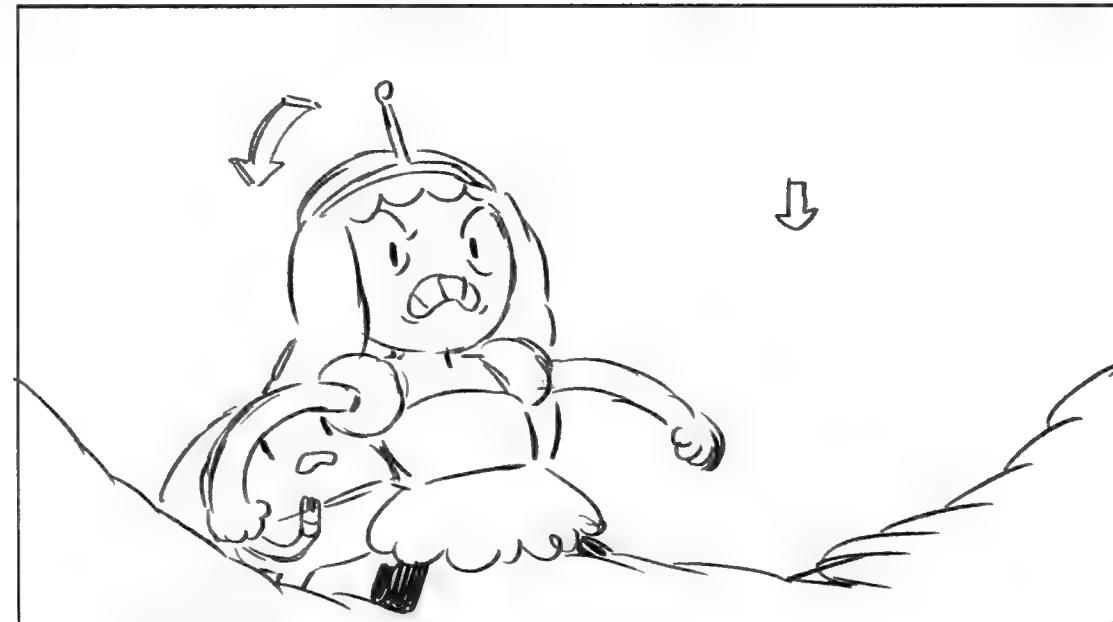
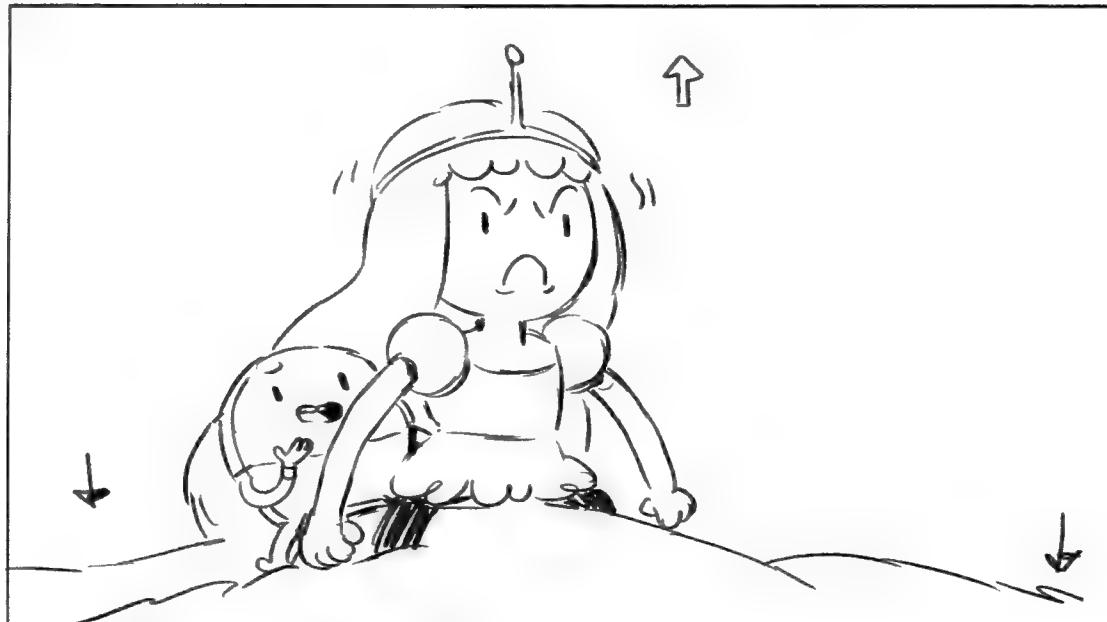
Pnl. E

Bg.

day night

Page

224



Dialog:

PEP: BUT...THEY WERE BIGGER!

Action:

- PB ANTICS BACK.

Timing:

ADVENTURE TIME

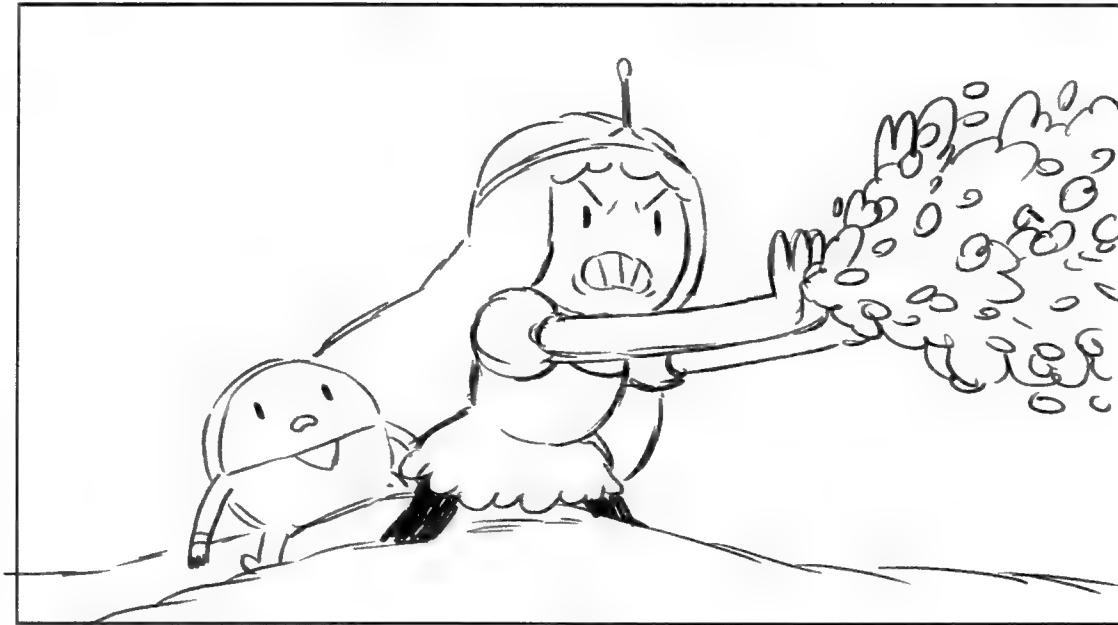


Sc. 133

Pnl. F

Bg.

day night

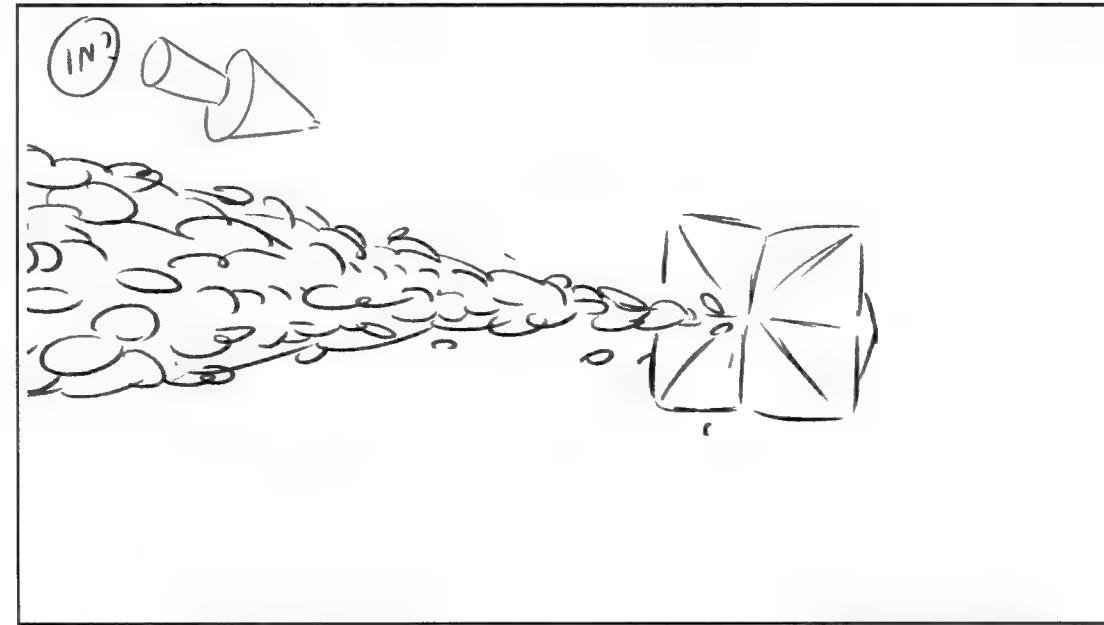


Sc. 134

Pnl. A

Bg.

day night



225
Page _____

Dialog:

PB: GRARRAAH !!!

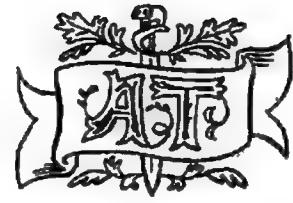
SFX: *FRRRRRT!*

Action:

- PB SHOOTS JELLY BEAN BEAM, MORE INTENSE.

Timing:

ADVENTURE TIME



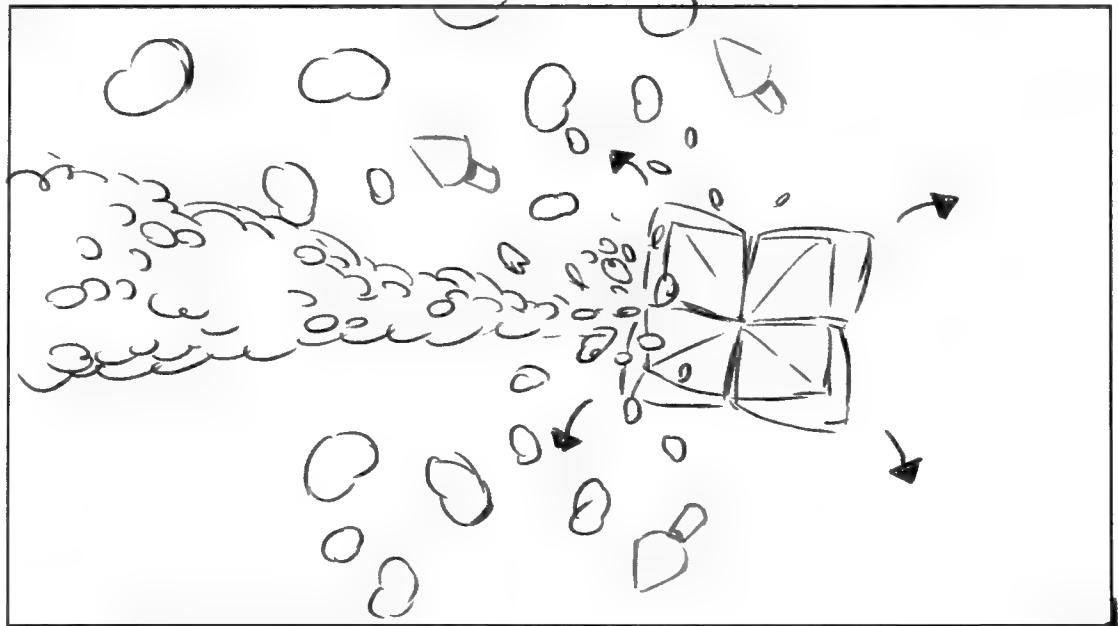
Page 226

Sc. 134

Pnl. B

Bg.

day night

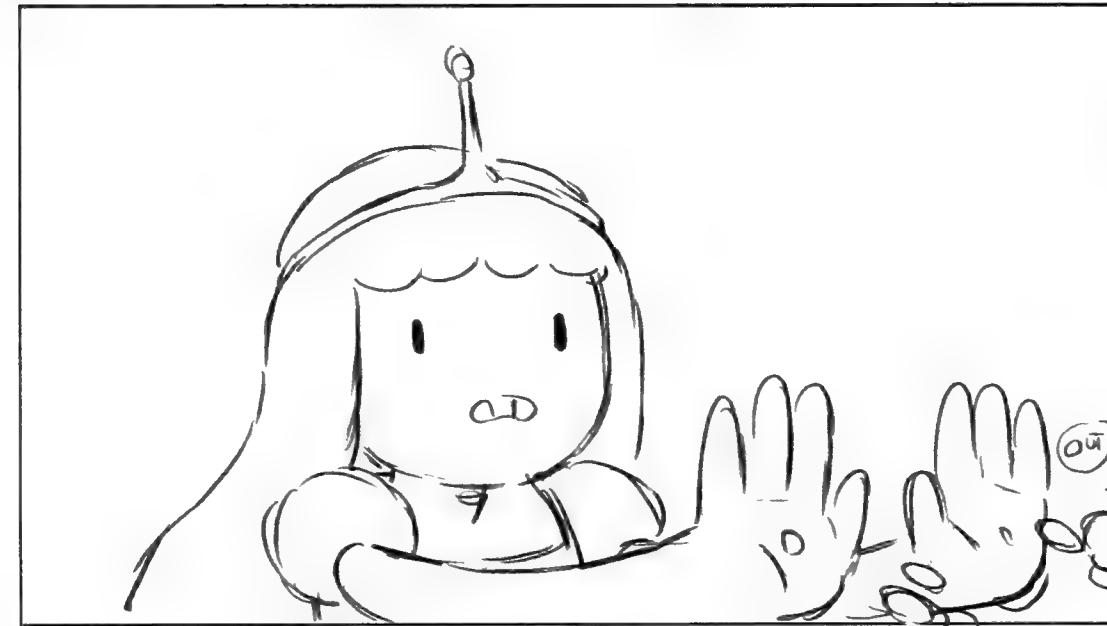


Sc. 135

Pnl. A

Bg.

day night



Dialog:

SFX: *KLANG!!*

Action:

- FT SUDDENLY UNFOLDS BOUNCING
BEANS TOWARDS PB

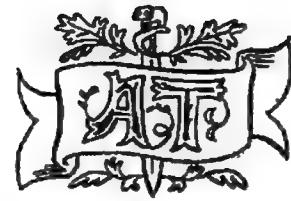
Timing:

Production :

1042-256

EPISODE #

ADVENTURE TIME



Page 227

Sc. 135

Pnl. B

Bg.

day night

Sc. 135

Pnl. C

Bg.

day night



Dialog:

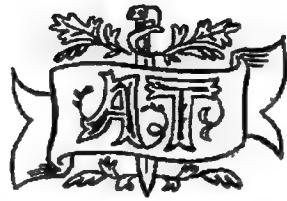
PB: AH!

SFX: *THP*THP*THP*THP*

Action:
- BEANS BOUNCE AT PB.

Timing:

ADVENTURE TIME



Sc. 135

Pnl. D

Bg.

day night

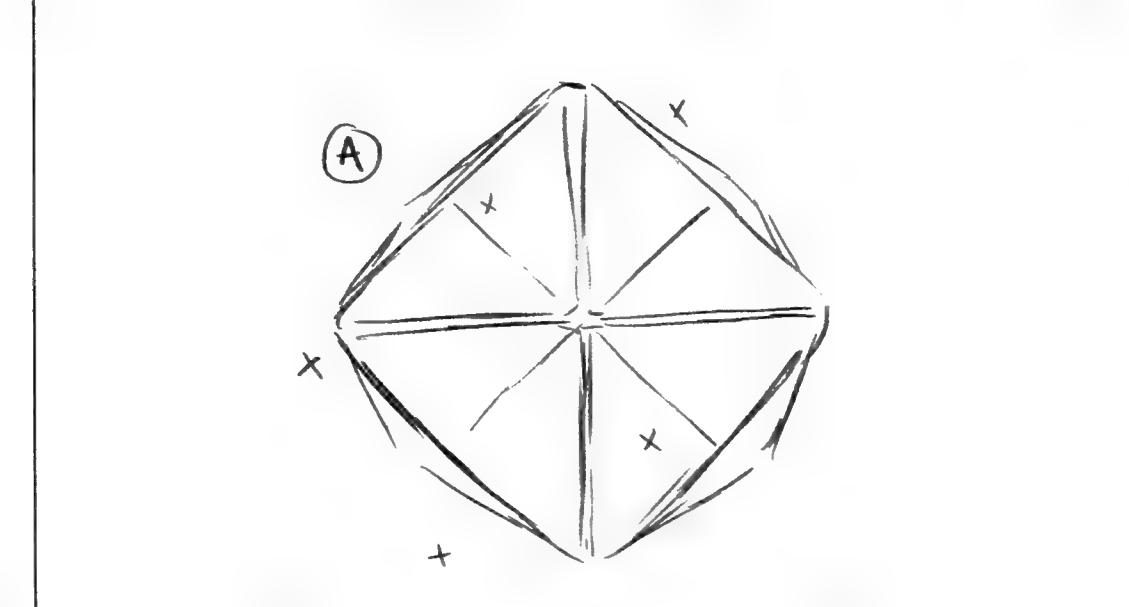


Sc. 134

Pnl. A

Bg.

day night



Dialog:

PB: WHAT THE HECK ?

Action:

Timing:

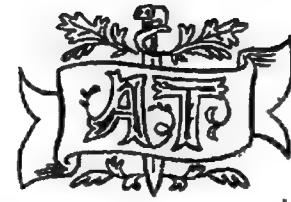
Page 228

1042-256

EPISODE #

Production :

ADVENTURE TIME



Page 229

Sc. 134

Pnl. B

Bg.

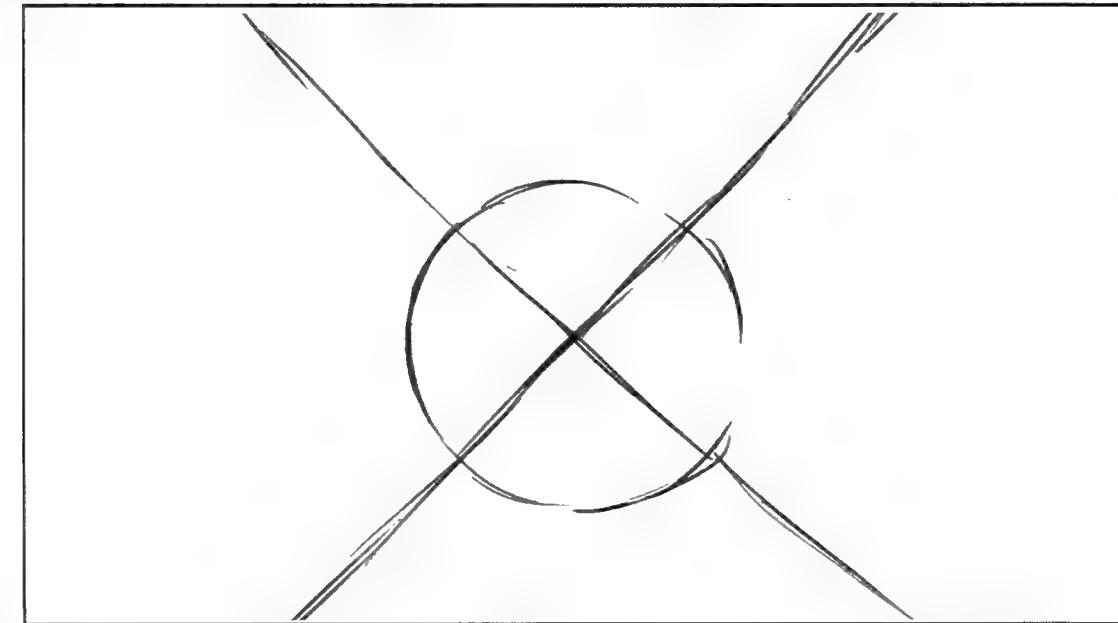
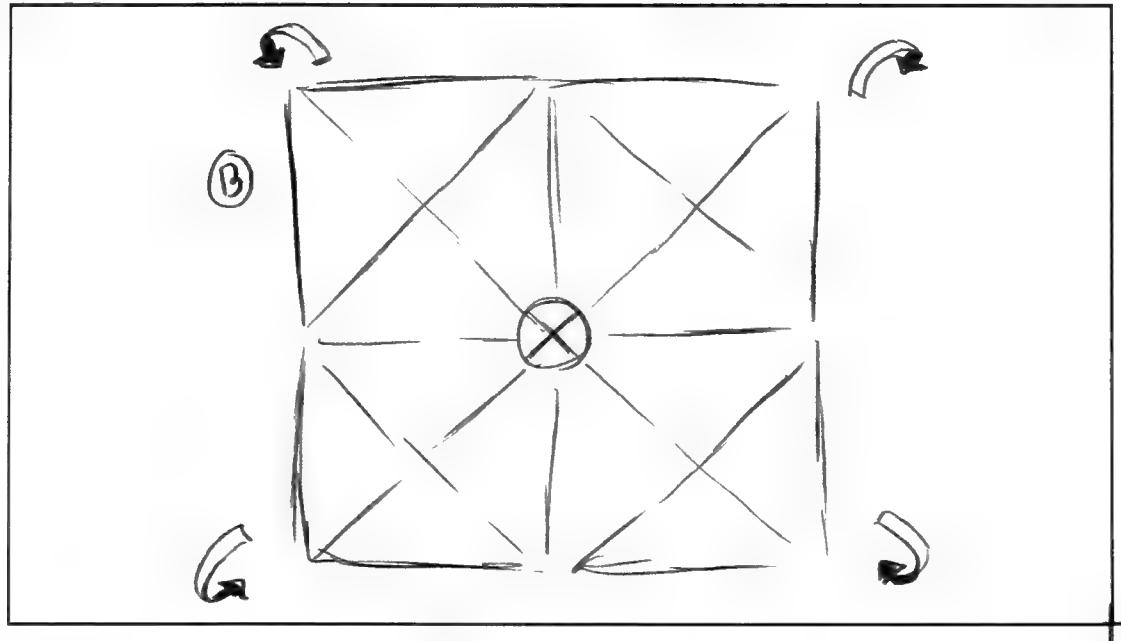
day night

Sc. 134

Pnl. C

Bg.

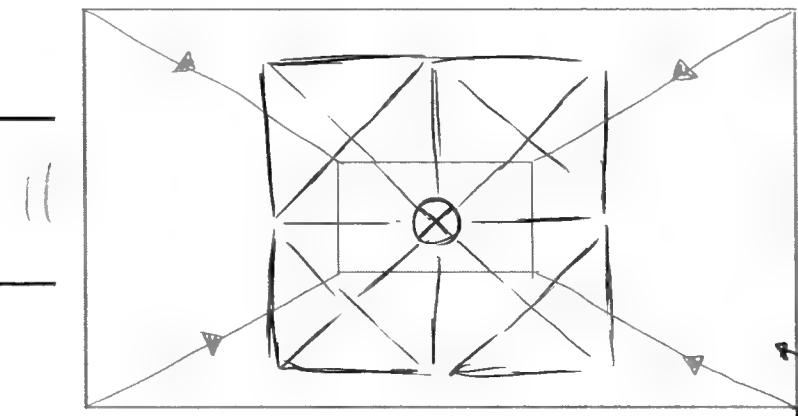
day night



Dialog:

PB : ^(a/s) HEY, THAT'S...

Action: - FT UNFOLDS



Timing:

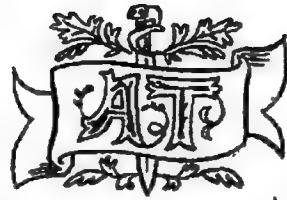
- quick
truck-in ON CENTER OF FT.

(bit shaky?)

EPISODE # 1042-256

Production :

ADVENTURE TIME

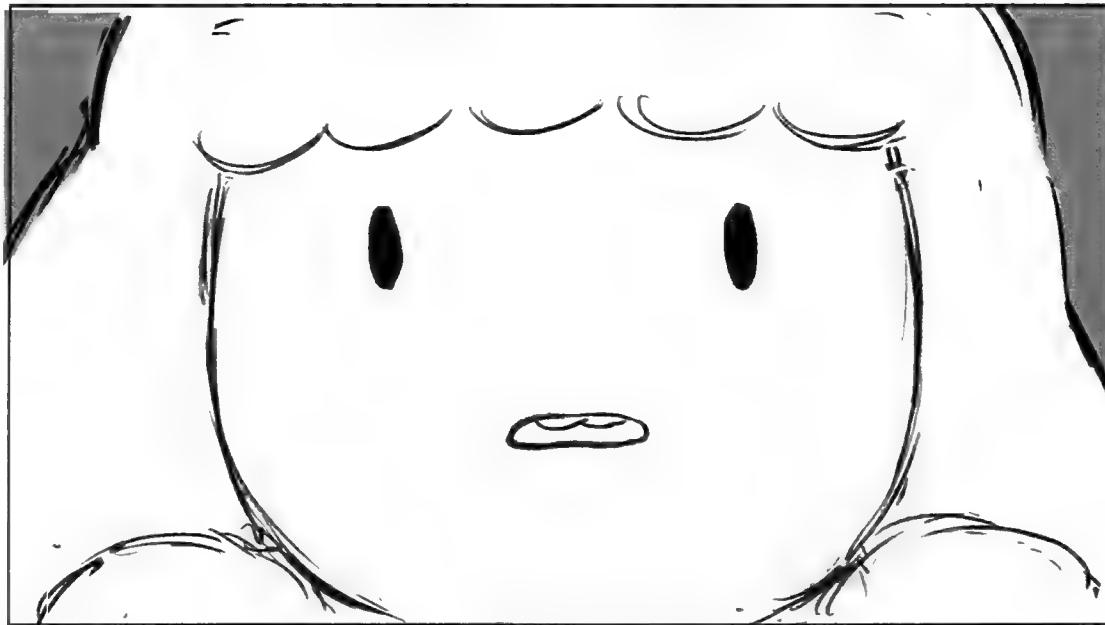


Sc. 137

Pnl. A

Bg.

day night

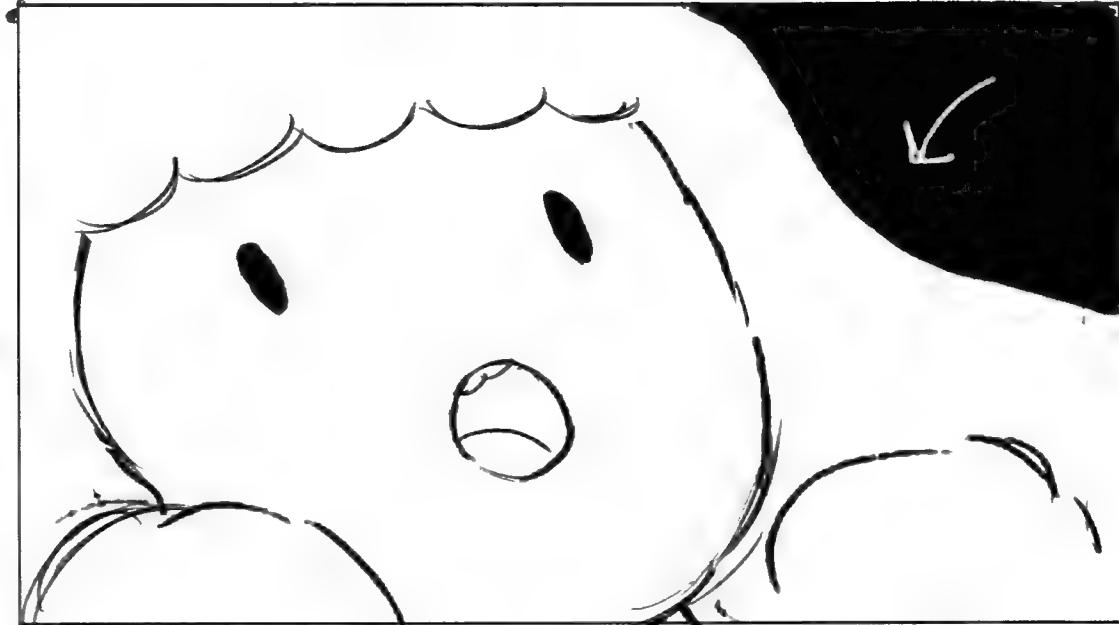


Sc. 137

Pnl. B

Bg.

day night



Page 230

1042-250

EPISODE #

Production :

Dialog:

PB: THAT'S ...

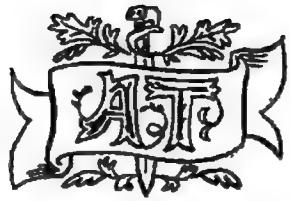
Action:

- BG goes from blue sky to black

- PB falls back into void

Timing:

ADVENTURE TIME

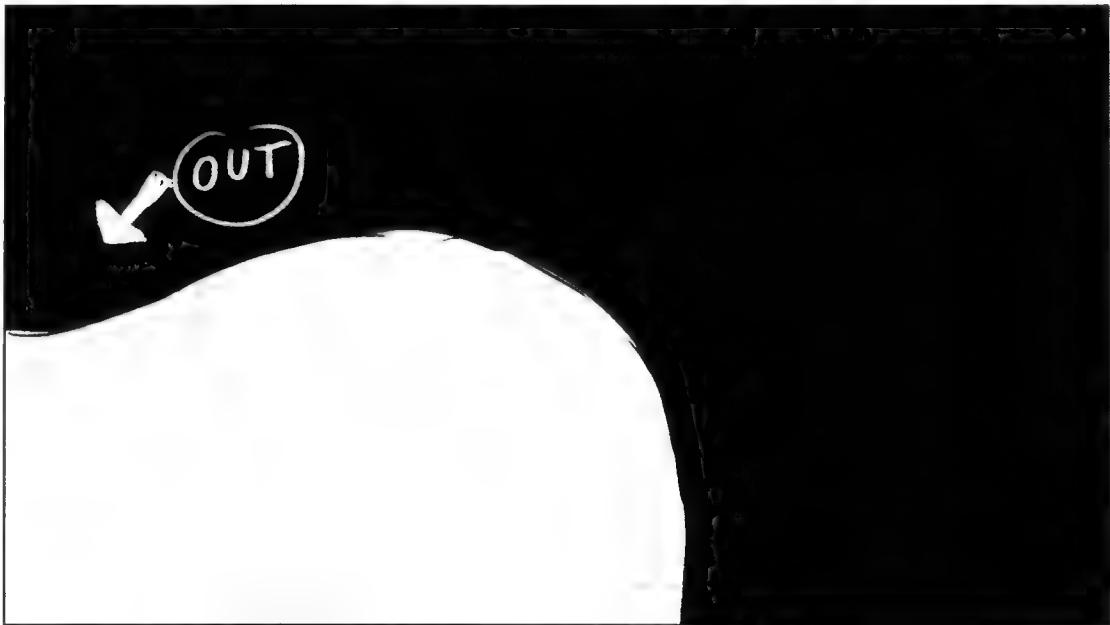


Sc. 137

Pnl. C

Bg.

day night

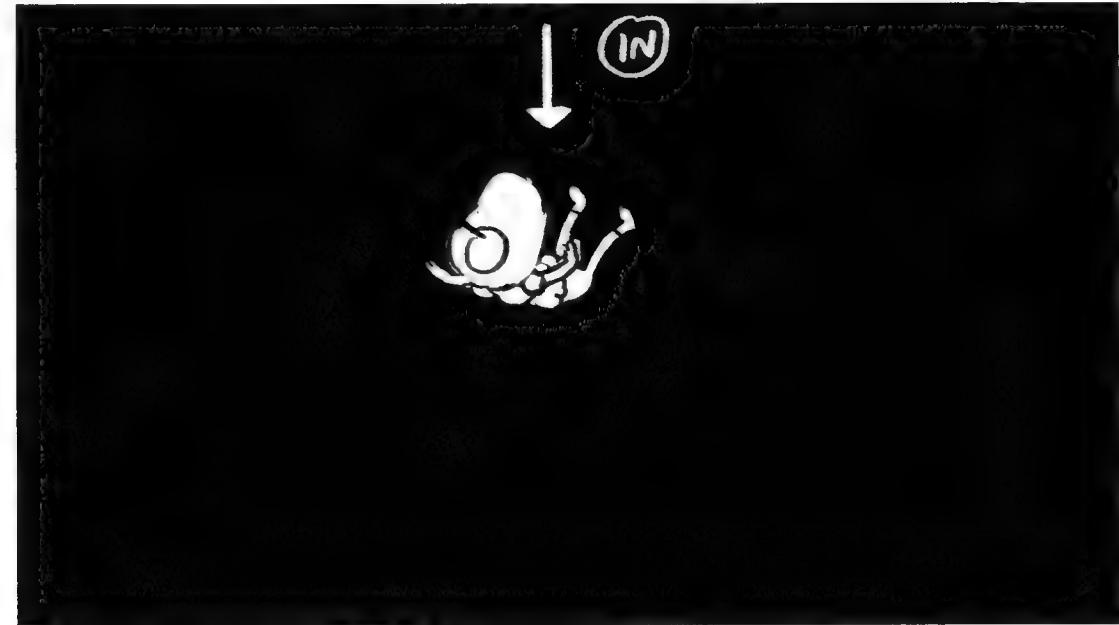


Sc. 137

Pnl. "D"

Bg.

day night



Dialog:

Action:

- PB FALLS OFF/s.

- PB falls on/s.

Timing:

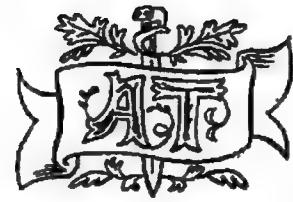
Production :

EPISODE #

1042-256

Page 231

ADVENTURE TIME

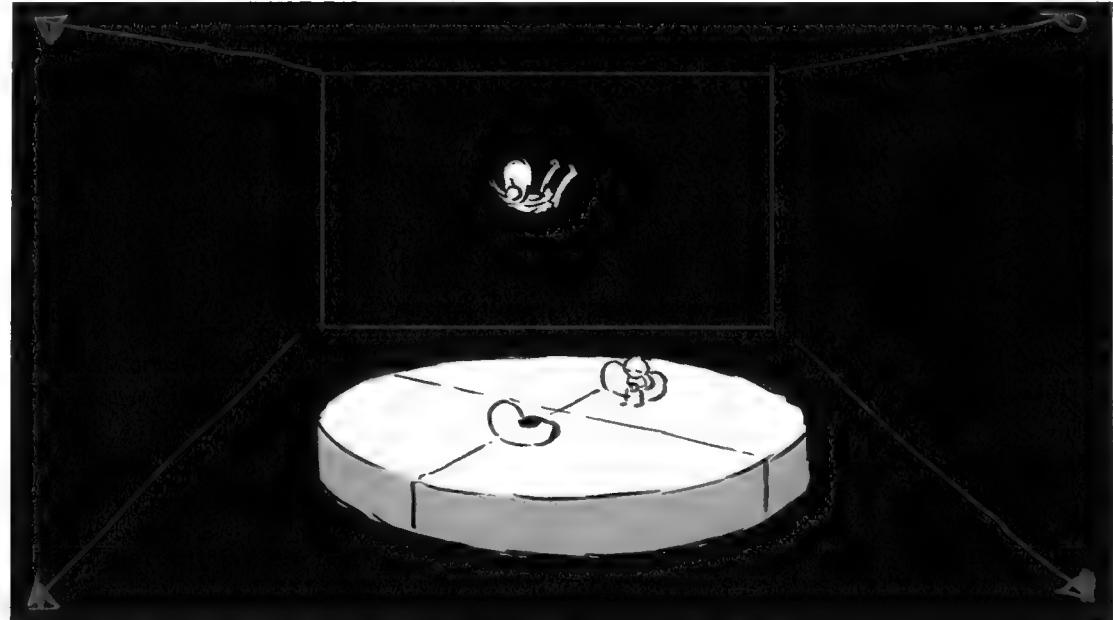


Sc. 137

Pnl. E

Bg.

day night



Sc. 138

Pnl. A

Bg.

day night



Dialog:

Action:

-TRUCK OUT TO REVEAL GIANT PEPPERMINT CANDY.

-PB FALLS ON/S.

Timing:

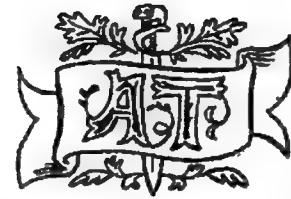
Production :

1042-256

Page 232

EPISODE #

ADVENTURE TIME



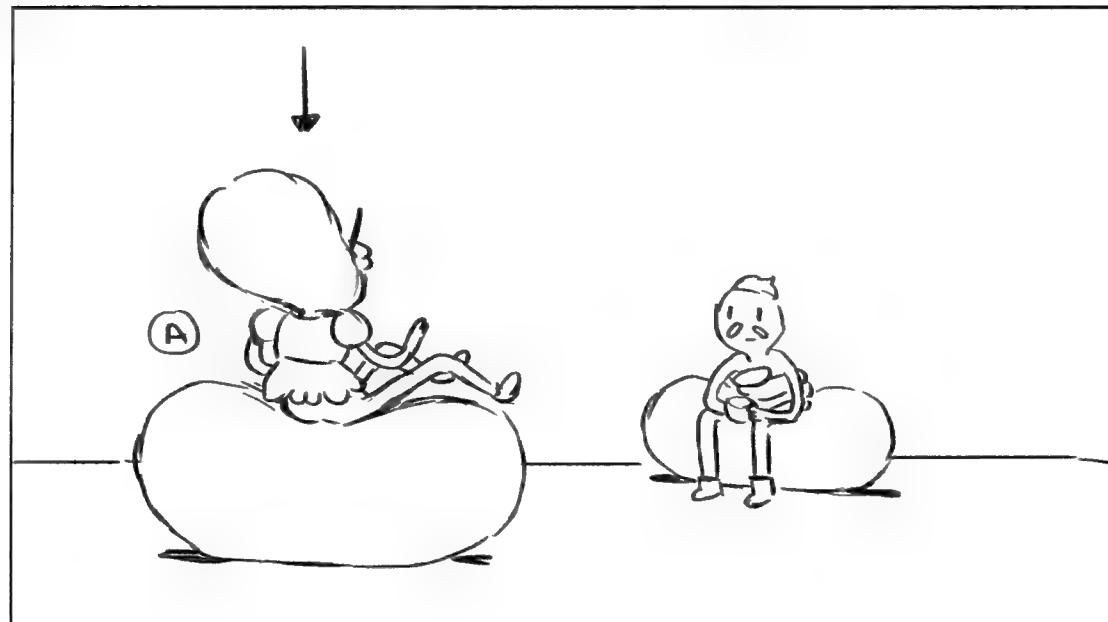
Page 233

Sc. 138

Pnl. B

Bg.

day night

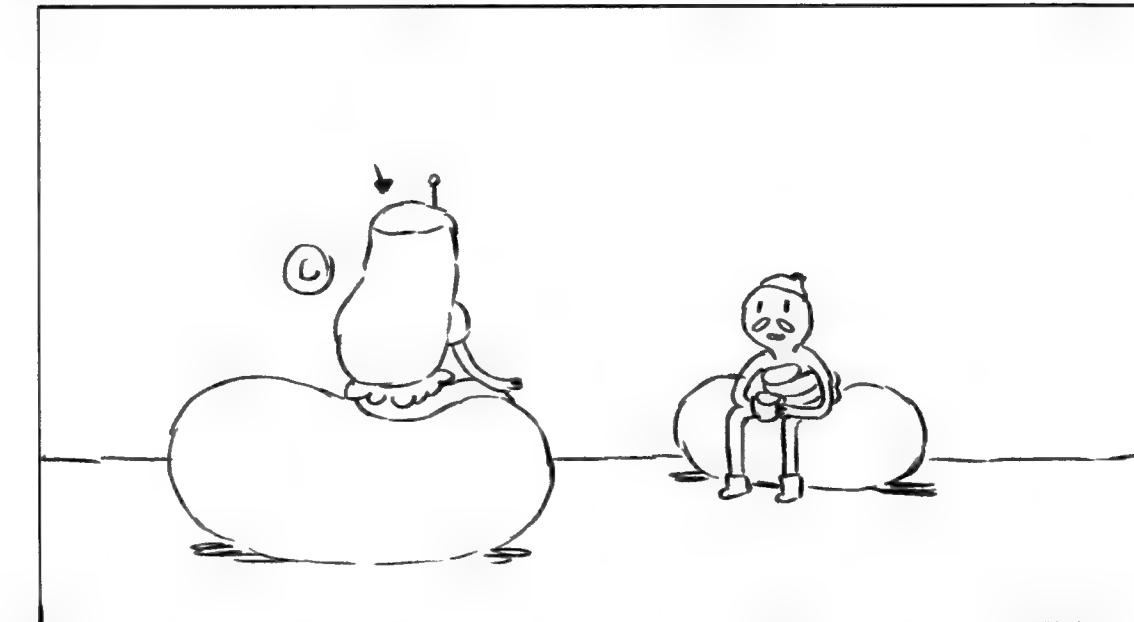


Sc. 138

Pnl. C

Bg.

day night



Dialog:

SFX: * BYOING *

CHAT: SWEETINGS, BUB GUM.

(like "greetings")

Action:

(bounces on the bean)

Timing:



Production :

EPISODE #

1042-250

ADVENTURE TIME



Page 234

Sc. 139

Pnl. A

Bg.

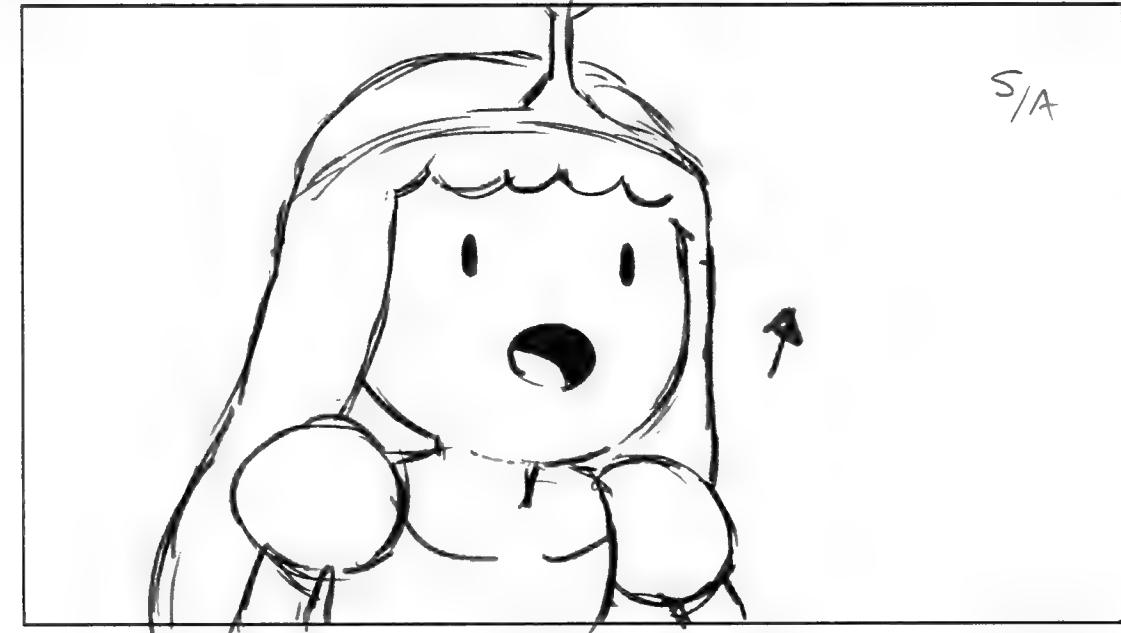
day night

Sc. 139

Pnl. B

Bg.

day night



Dialog:

P.B. CHATSBERRY !

PB : GREAT TIMING !

Action:

- PB STANDS.

Timing:

1042-25C

EPISODE #

Production :

ADVENTURE TIME



Page 235

Sc. 140

Pnl. A

Bg.

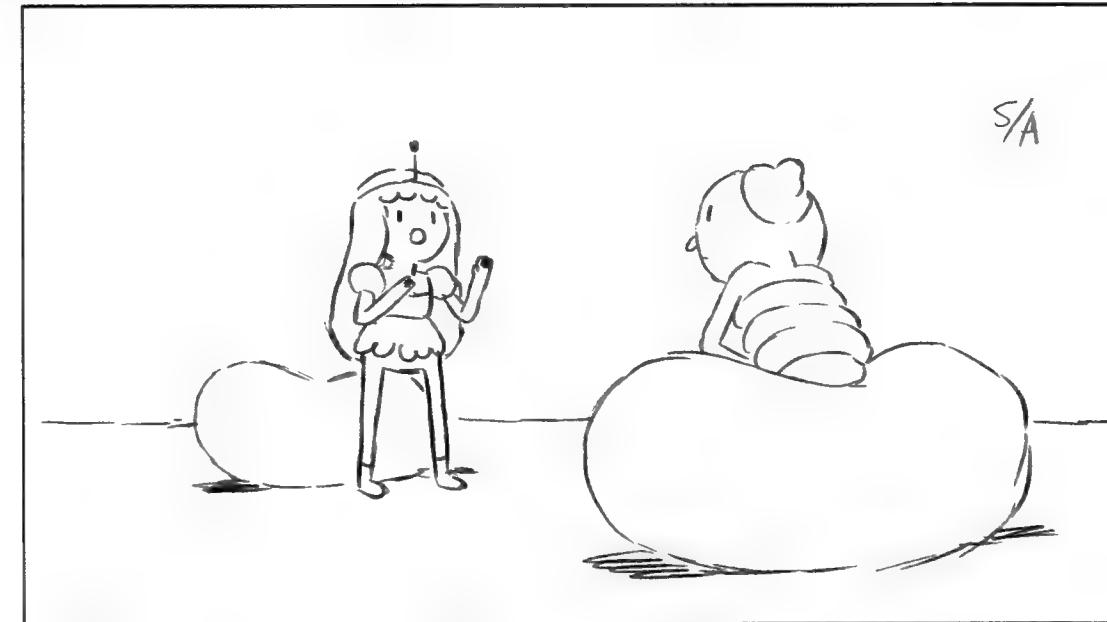
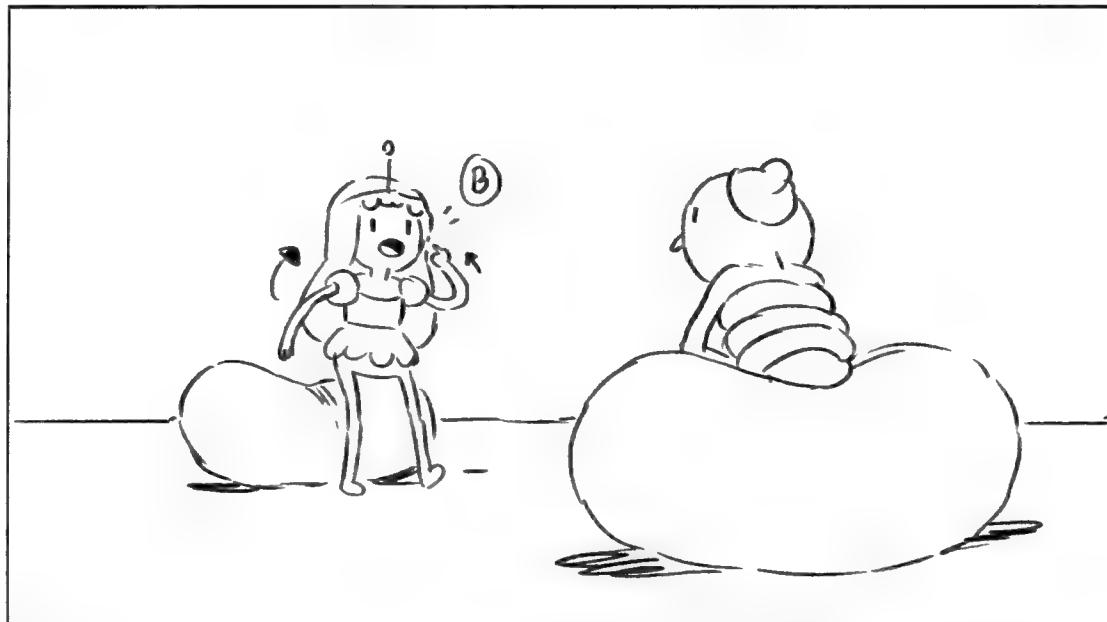
day night

Sc. 140

Pnl. B

Bg.

day night



Dialog:

PB: POKE MY BRAIN AGAIN --

PB: -- AND UNLOCK THAT
MINT - SODA EXPLOSION .

Action:



Timing:

Production :

1042-250

EPISODE #

ADVENTURE TIME



Page 236

Sc. 140

Pnl. C

Bg.

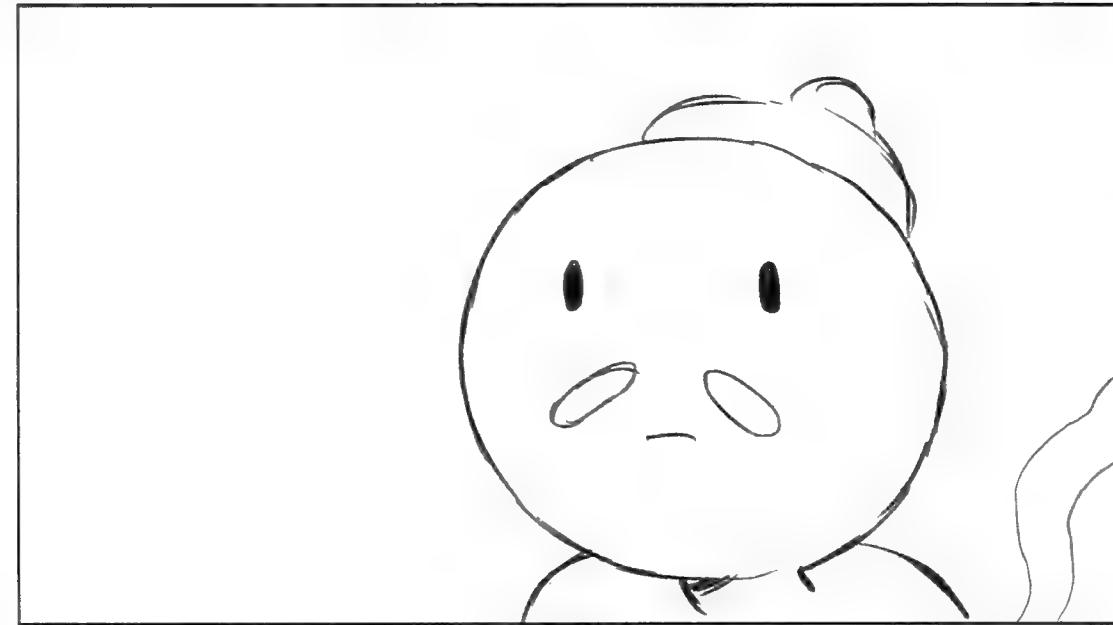
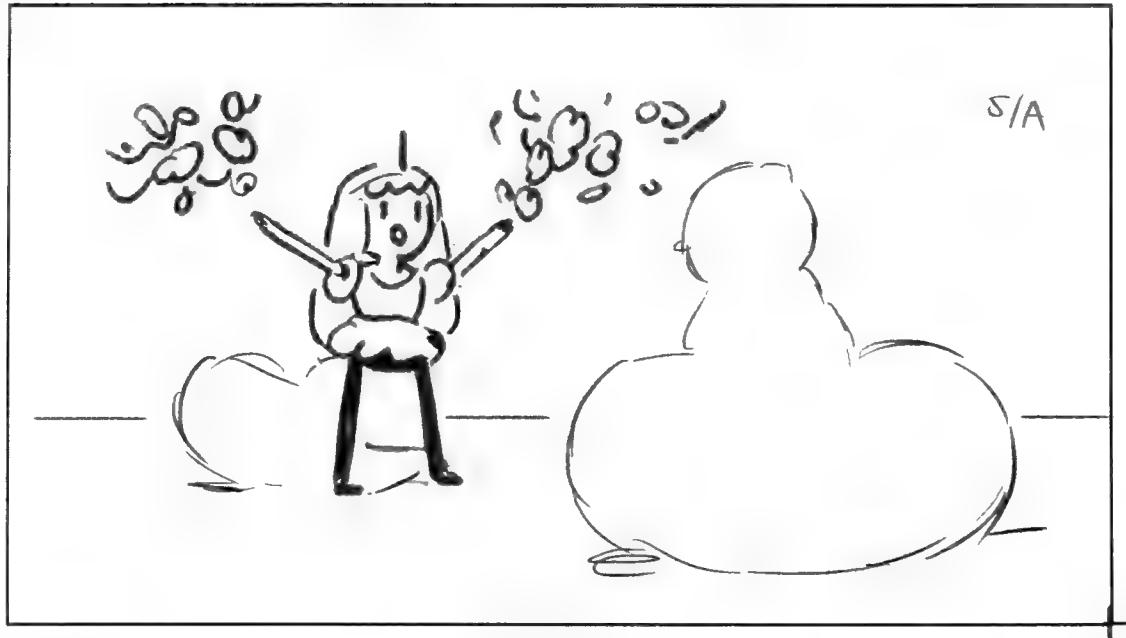
day night

Sc. 141

Pnl. A

Bg.

day night



Dialog:

PB: I'm TOTES READY FOR IT!!

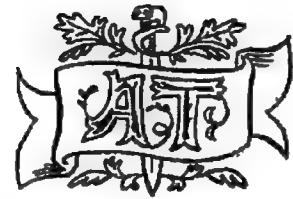
SFX: *FRRRT!*

Action:

- PB SHOOTS TWO BURSTS OF
JELLY BEANS.

Timing:

ADVENTURE TIME



Page 237

Sc. 141

Pnl. B

Bg.

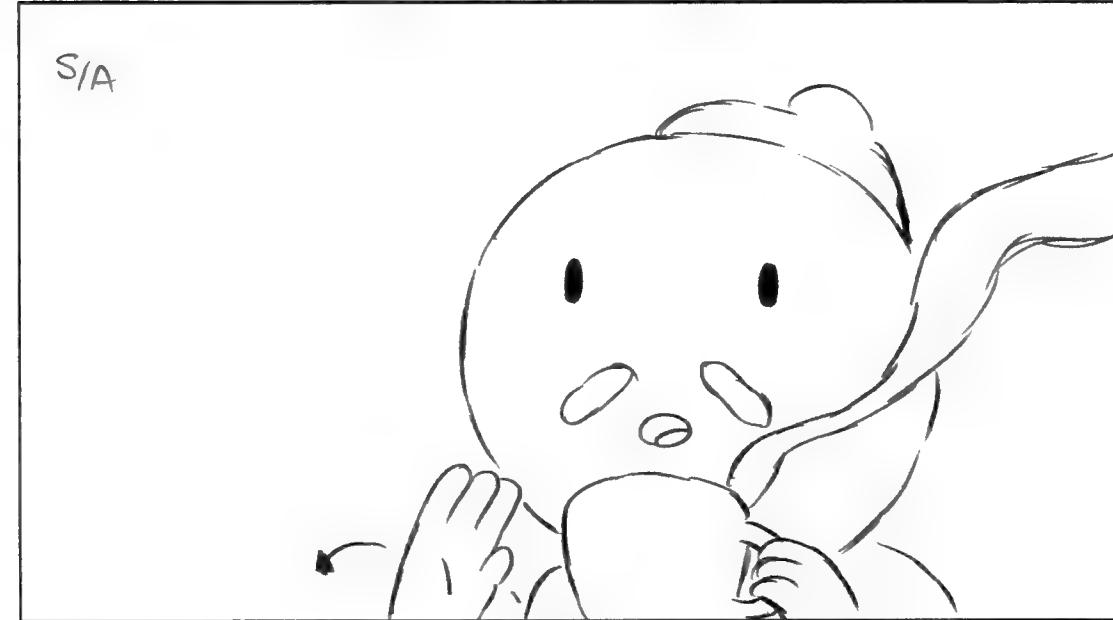
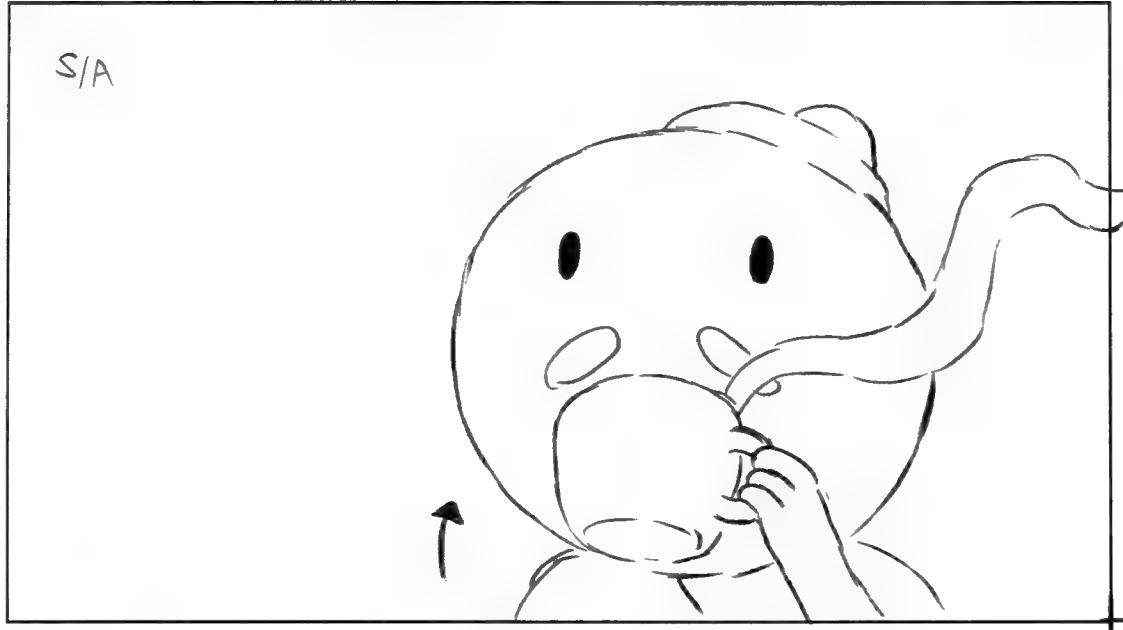
day night

Sc. 141

Pnl. C

Bg.

day night



Dialog:

CHAT: *SLLURRRPK*

CHAT: THAT'S NOT HOW MAGIC WORKS, BUBBLEGUM.

Action:

- CB DRINKS TEA.

Timing:

1042-25L

EPISODE #

Production :

ADVENTURE TIME



Sc. 141

Pnl. D

Bg.

day night

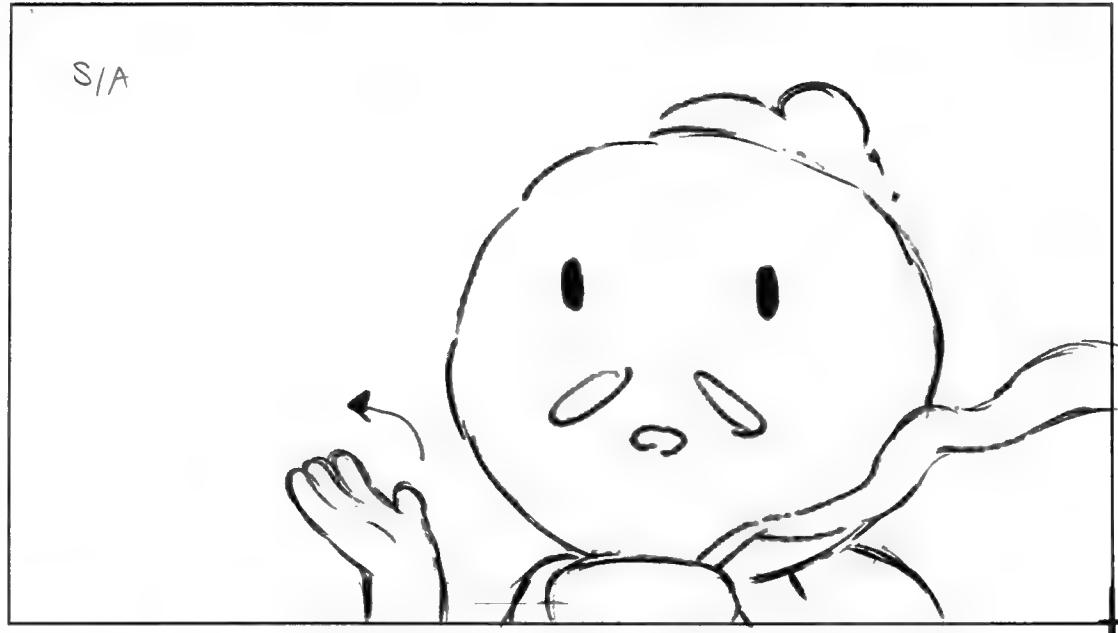
Sc. 141

Pnl. E

Bg.

day night

Page 238



Dialog:

CHAT: I CAN OPEN THE DOOR
FOR YOU --

CHAT: -- BUT YOU HAVE TO --

Action:

Timing:

Production :

EPISODE #

1042-256

ADVENTURE TIME



Page 239

Sc. 141

Pnl. F

Bg.

day night

Sc. 141

Pnl. G

Bg.

day night



Dialog:

CHAT: -- STEP THROUGH IT
YOURSELF.

CHAT: AND WALK IN YOUR
OWN SHOES ...

Action:

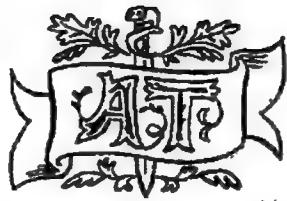
Timing:

1042-256

EPISODE #

Production :

ADVENTURE TIME



Page 240

Sc. 142

Pnl. A

Bg.

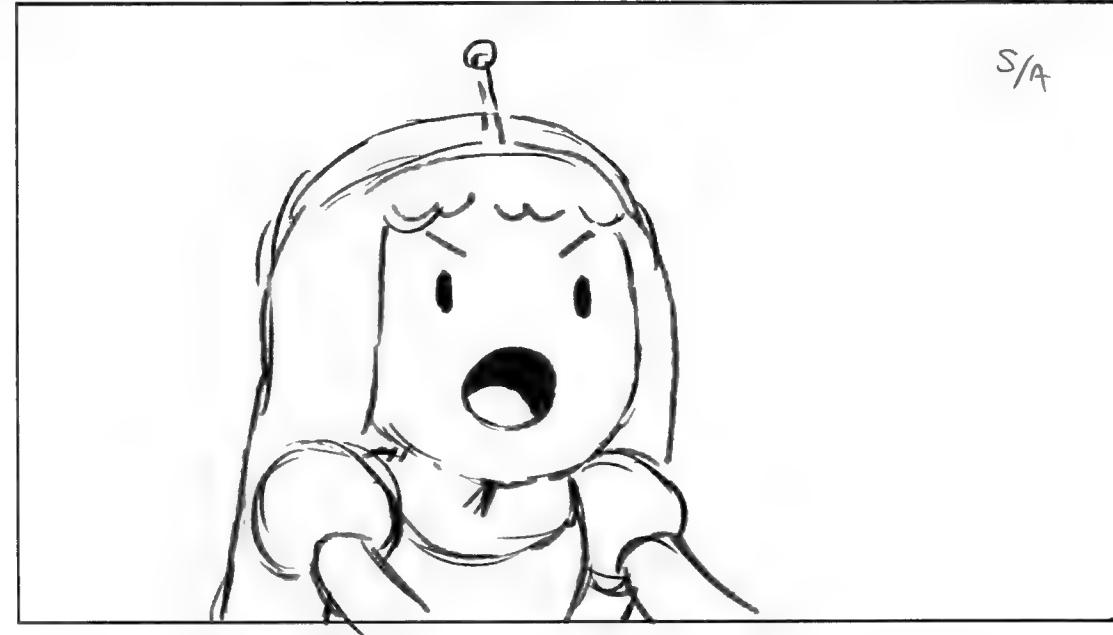
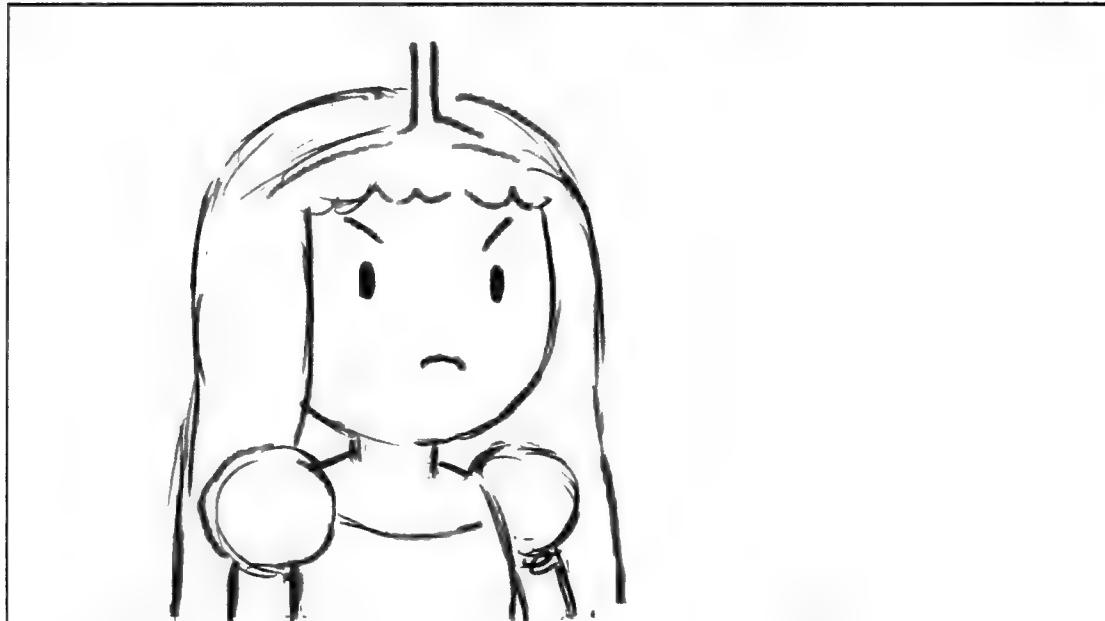
day night

Sc. 142

Pnl. B

Bg.

day night



Dialog:

CHAT: I MEAN CHOOSE
(ols) YOUR OWN PATH.

P.B.: my KINGDOM IS UNDER
ATTACK, CHATSBERRY!

Action:

Timing:

1042-25L

EPISODE #

Production :

ADVENTURE TIME



241
Page _____

Sc. 143

Pnl. A

Bg.

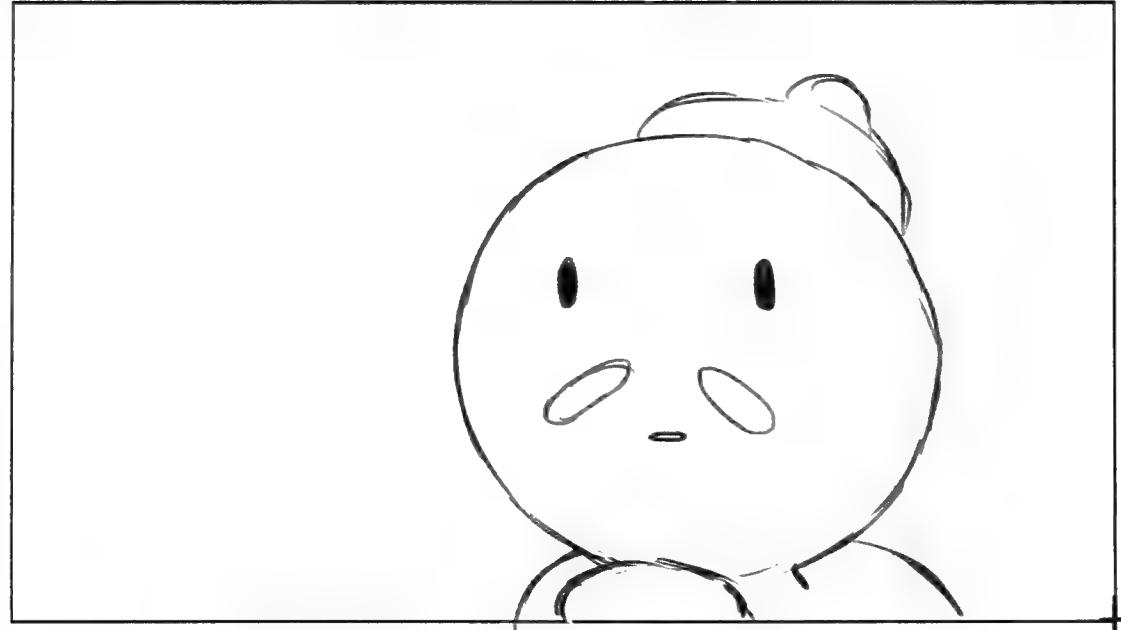
day night

Sc. 143

Pnl. B

Bg.

day night



Dialog:

CHAT: * SLLURPPP *

Action:

- CB TAKES ANOTHER DRINK OF TEA.

Timing:

Production :

1042-25C

EPISODE #

ADVENTURE TIME



Sc. 144

Pnl. A

Bg.

day night

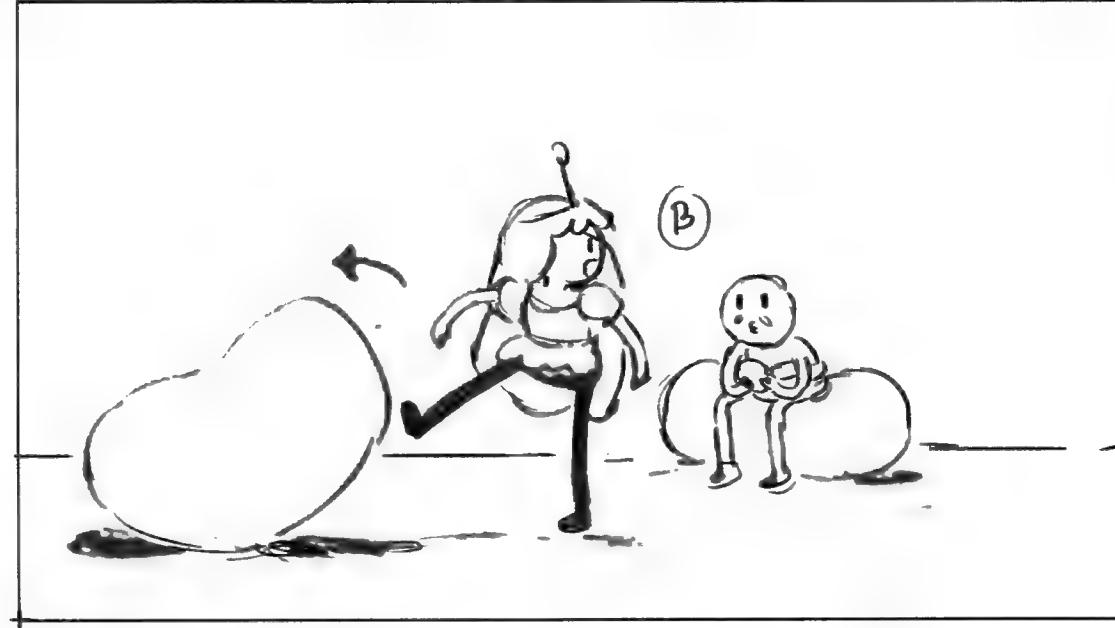
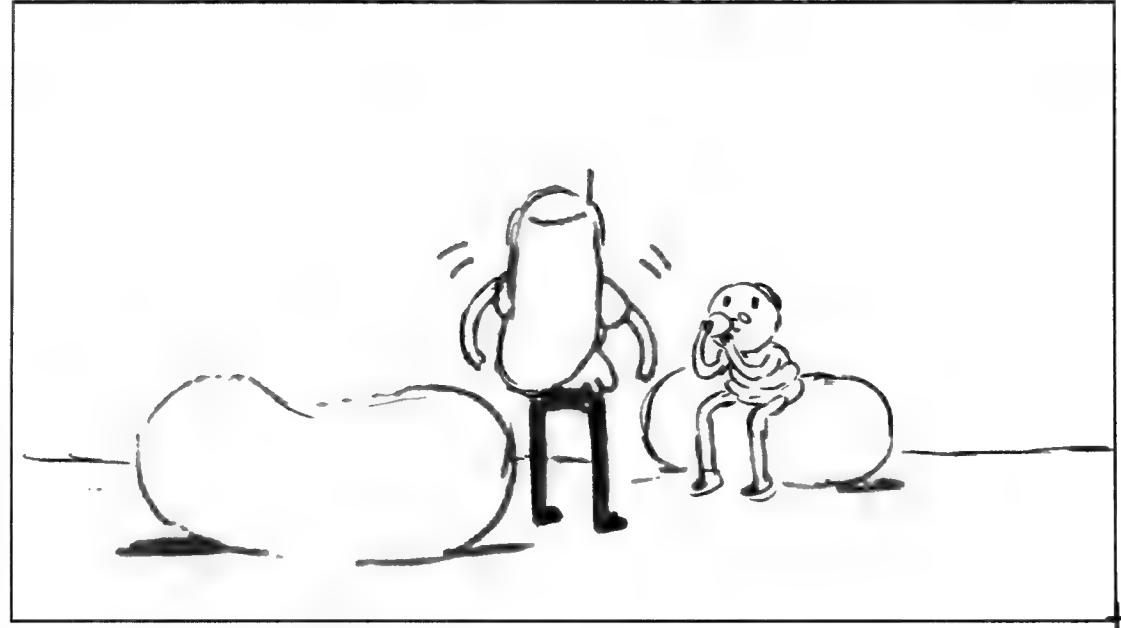
Sc. 144

Pnl. B

Bg.

day night

Page 242



Dialog:

CHAT: * SLLURP *

PB: GRRAH ! —

Action:

- PB VIBRATES WITH ANGER.

P.B: YOU'RE AS USELESS AS
MY STINKIN' POWERS !

Timing:

- PB TURNS AND
KICKS JELLY BEAN.



Production :

1042-25L

EPISODE #

ADVENTURE TIME



243

Page

Sc. 144

Pnl. C

Bg.

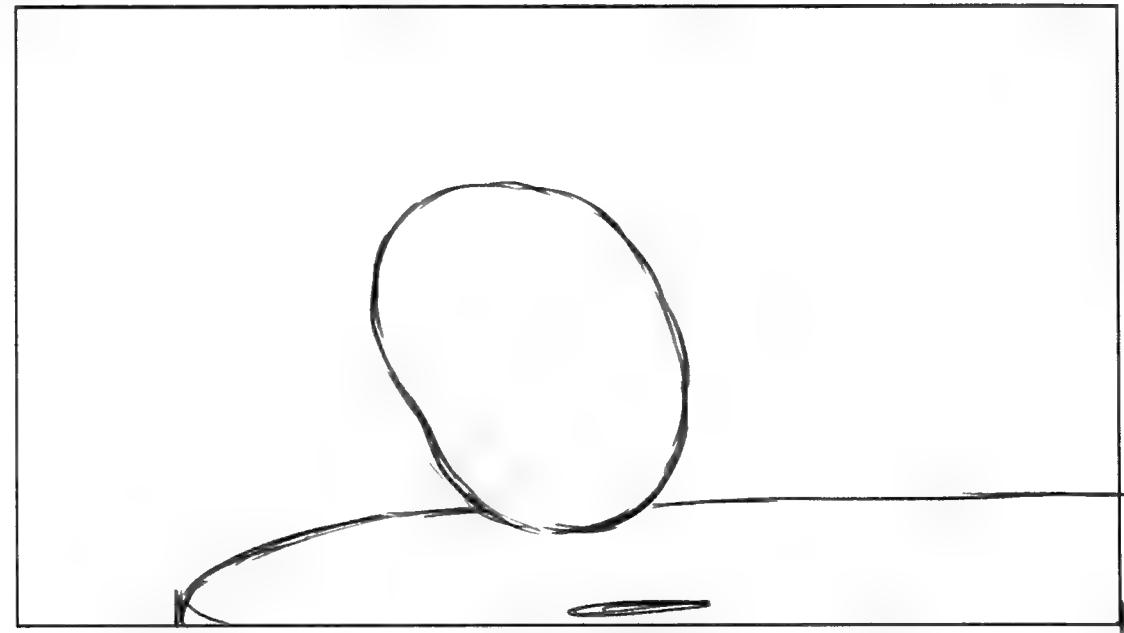
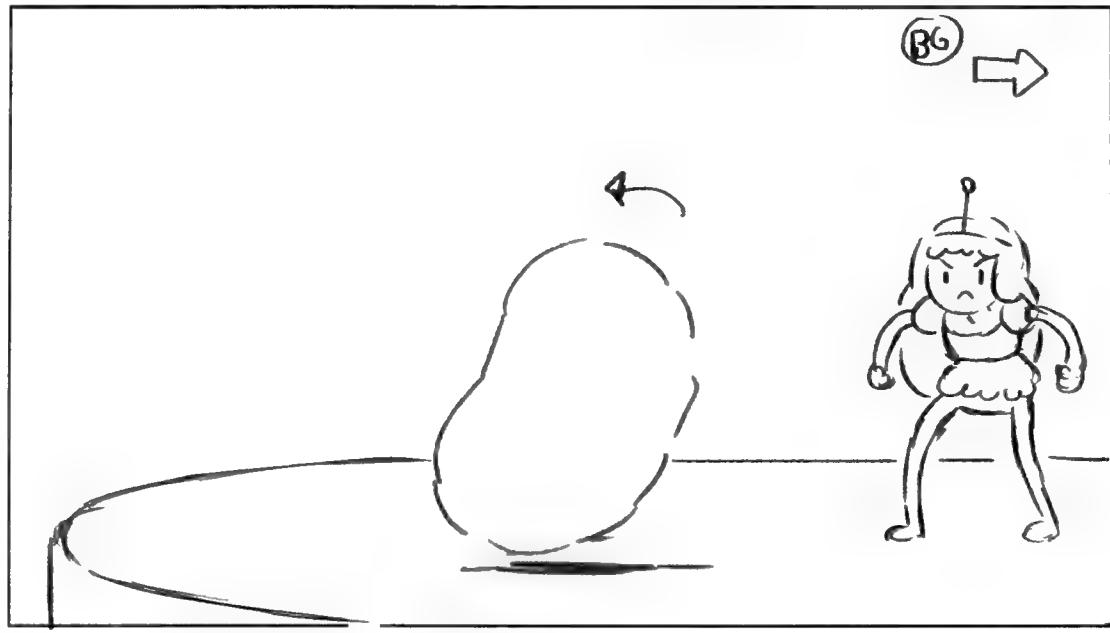
day night

Sc. 144

Pnl. D

Bg.

day night



Dialog:

Action:

- JELLY BEAN BOUNCES LEFT.
- CAM PANS W/ JELLY BEAN

Timing:

Production :

EPISODE #

1042-256

ADVENTURE TIME



244
Page _____

Sc. 144

Pnl. E

Bg.

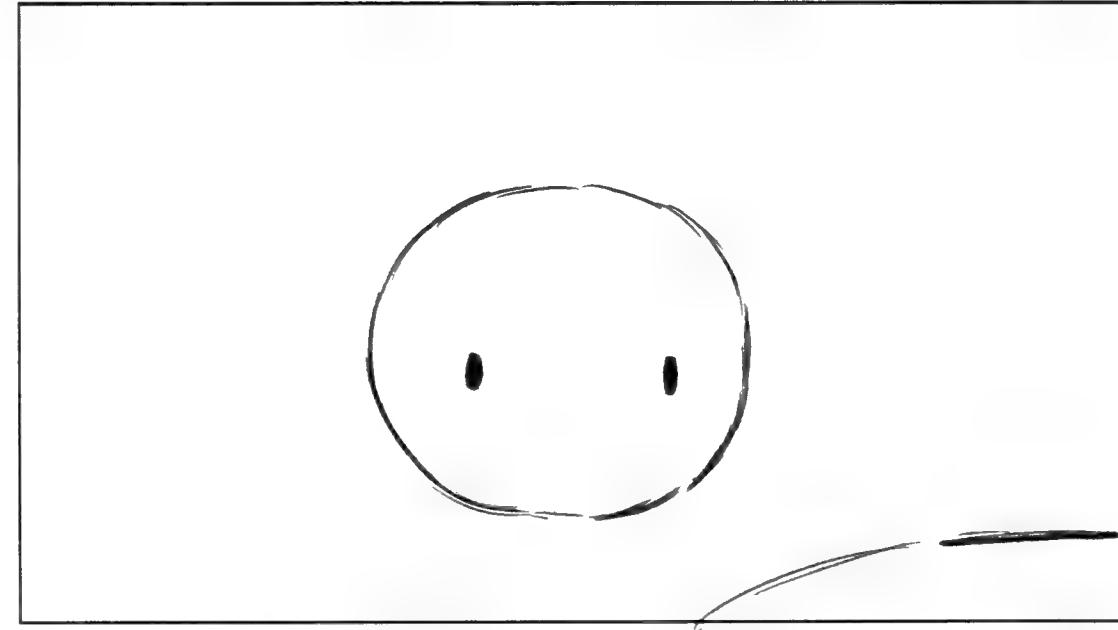
day night

Sc. 144

Pnl. F

Bg.

day night



Dialog:

F.I. (fade in) ONE

SFX: *FWIP*

Action:

- BEAN TRANSFORMS INTO PB'S FACE.

Timing:

Production :

1042-256

EPISODE #

ADVENTURE TIME



Sc. 144

Pnl. G

Bg.

day night

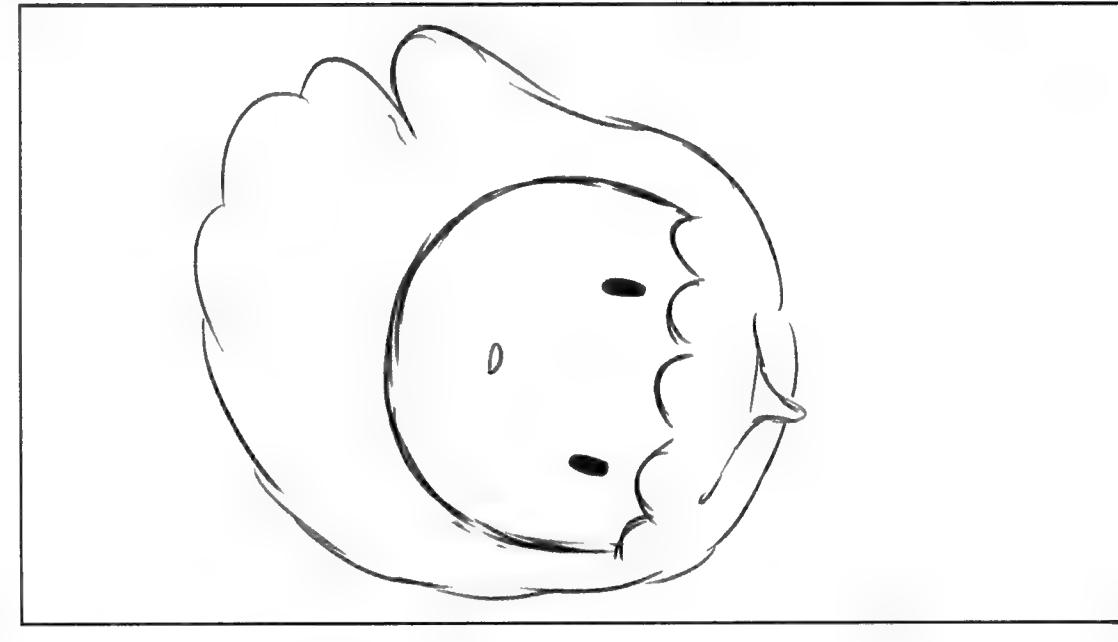
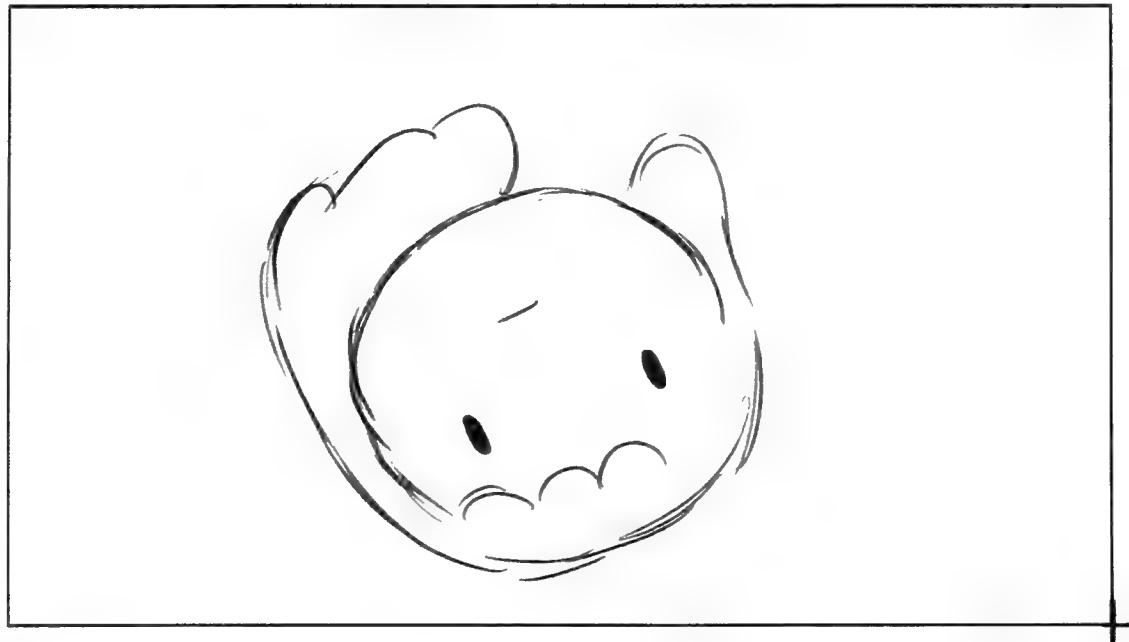
Sc. 144

Pnl. H

Bg.

day night

245
Page _____



Dialog:

FT: TWO

FT THREE

SFX: *FWIP*

SFX: *FWP*

Action:

- J-BEAN FORMS PB HAIR.

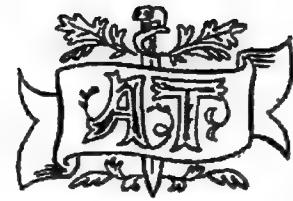
Timing:

Production :

1042-250

EPISODE #

ADVENTURE TIME



246
Page _____

Sc. 144

Pnl. 1

Bg.

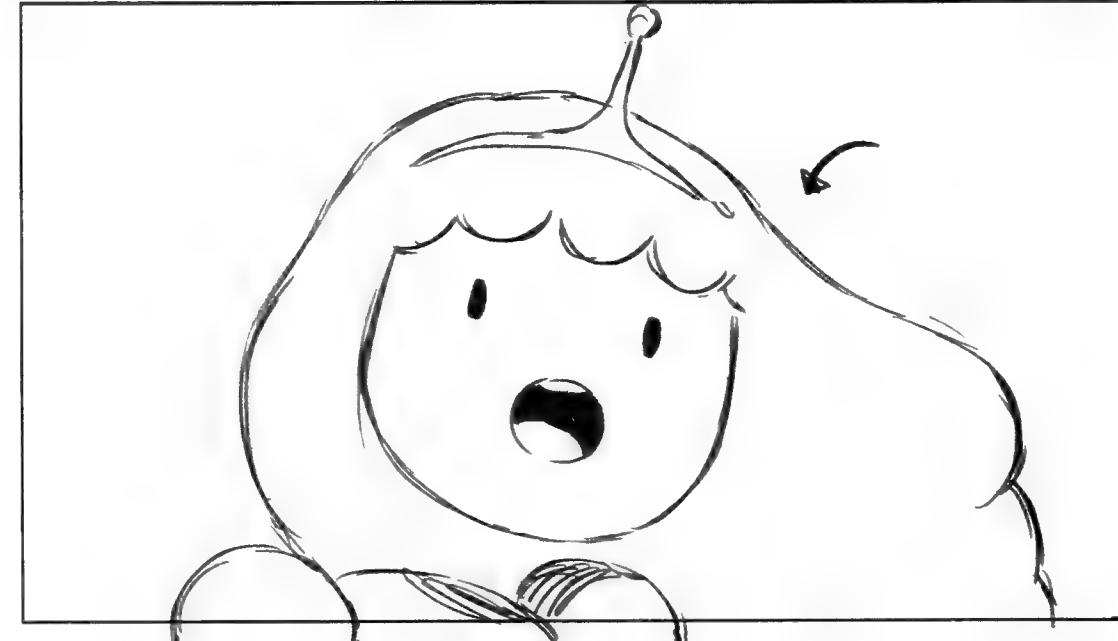
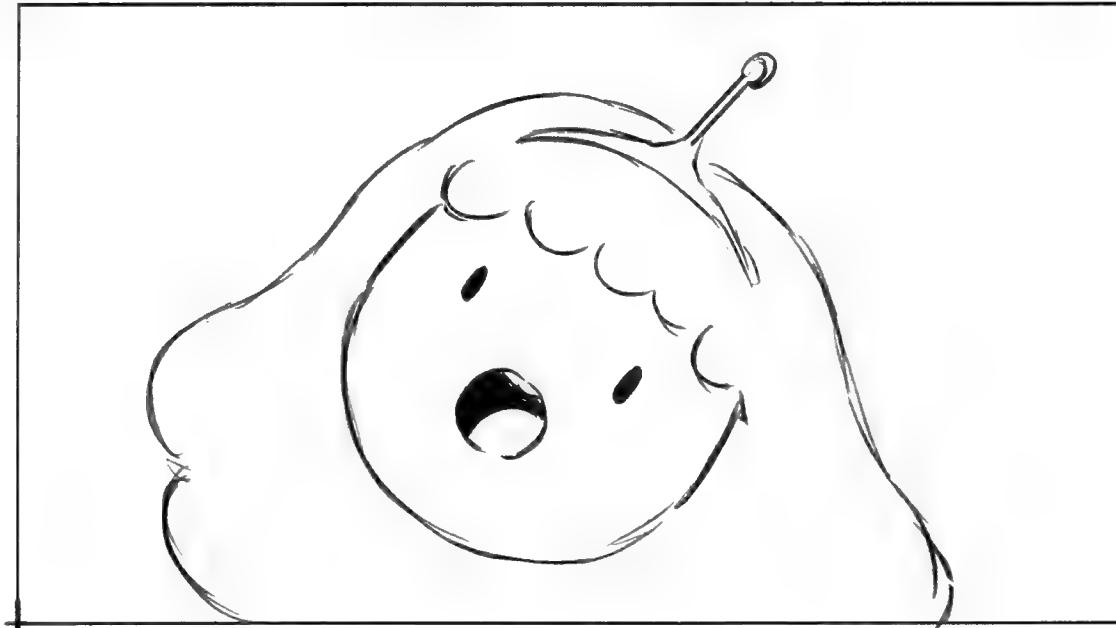
day night

Sc. 144

Pnl. 2

Bg.

day night



Dialog:

FT: FOUR

SFX: * FNP *

FT: FIVE

SFX: * FWP *

Action:

- HEAD SPINS TOWARDS PB'S BODY.

Timing:

Production :

EPISODE #

1042-256

ADVENTURE TIME



Page 247

Sc. 144

Pnl. K

Bg.

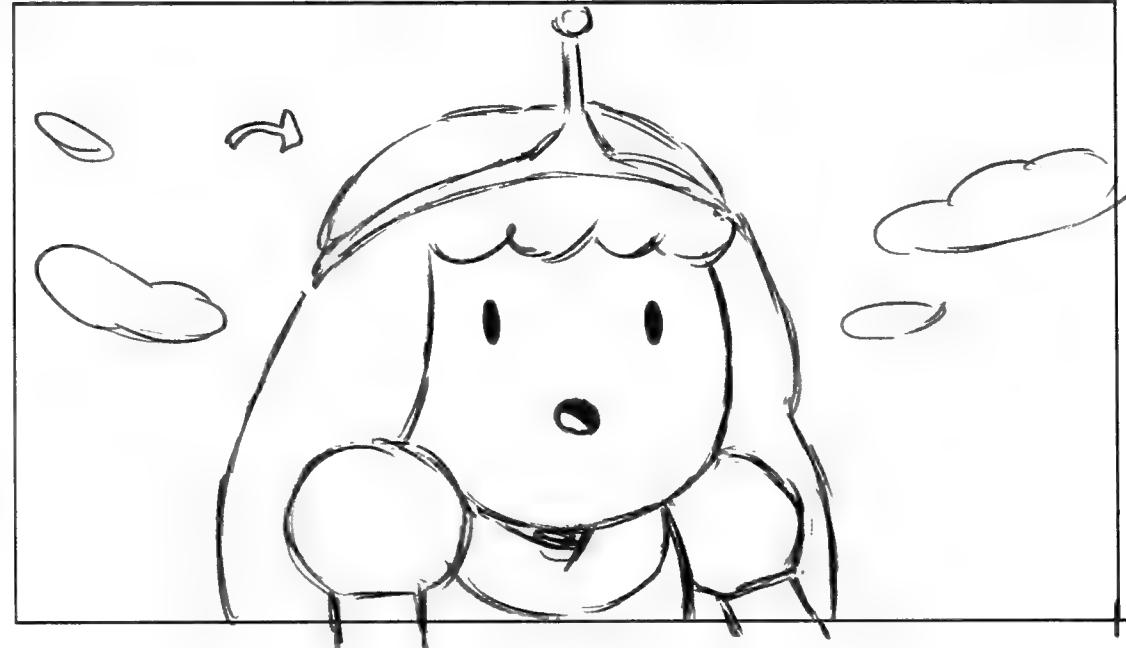
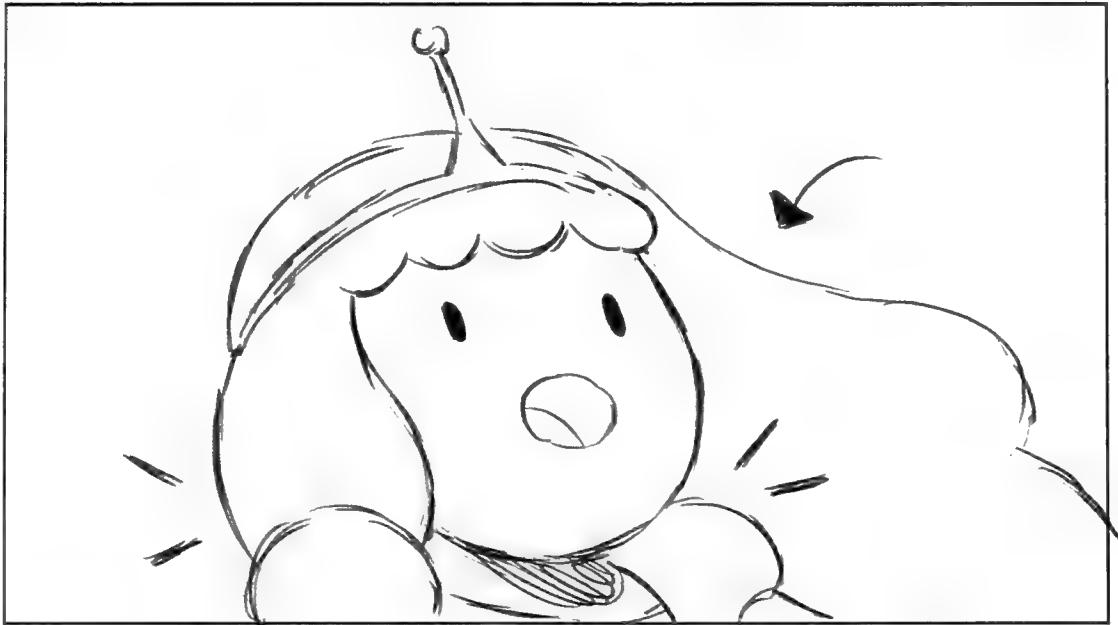
day night

Sc. 144

Pnl. "L"

Bg.

day night



Dialog:

F.T.: SIX

SFX: *FWPP*

F.T.: SEVEN

SFX: FWPP*

Action:

- PB'S HEAD LANDS ON SHOULDERS.

(bg pops back)

Timing:

ADVENTURE TIME



248

Page _____

Sc. 145

Pnl. A

Bg.

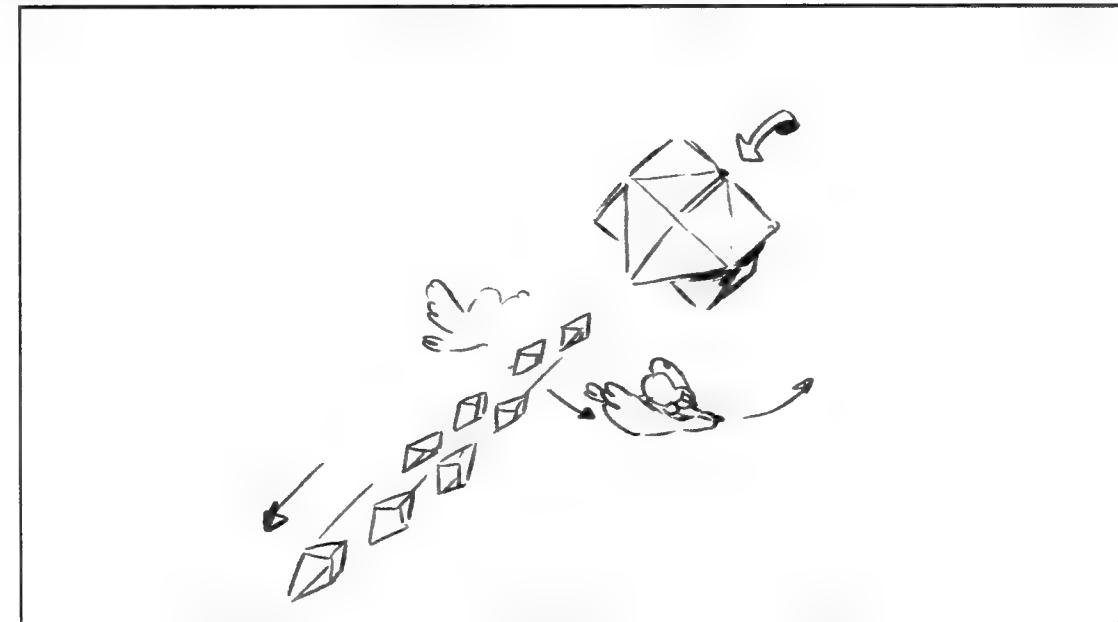
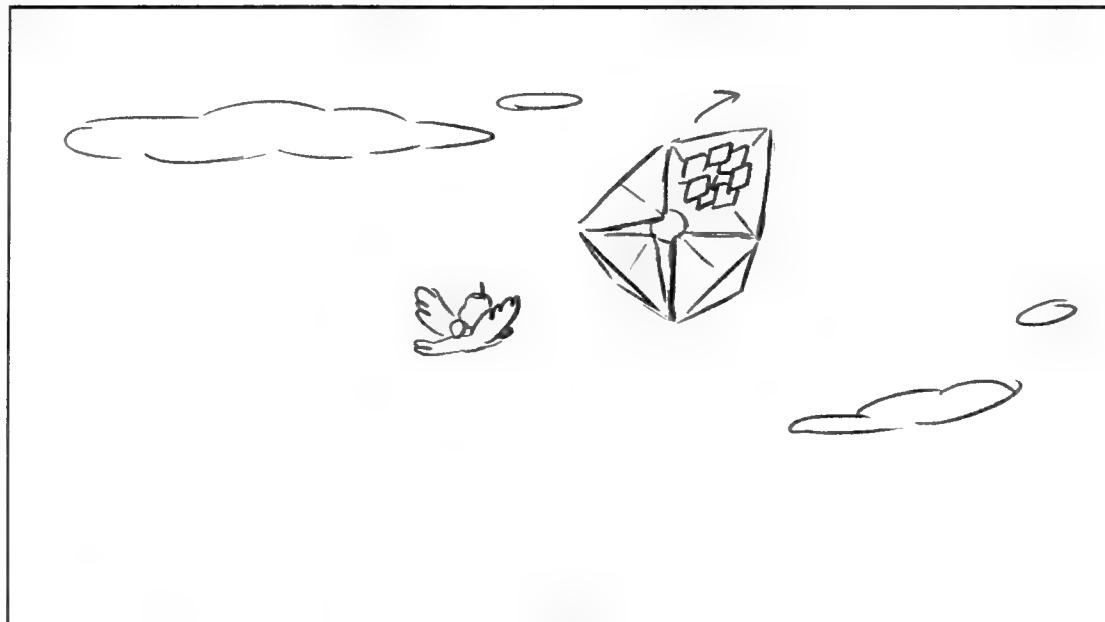
day night

Sc. 145

Pnl. B

Bg.

day night



Dialog:

F.T.: EIGHT

SPX: * FWPP *

SFX: * SHYUUU *

Action:

- F.T. UNFOLDS TO REVEAL 8 DARTS.

- F.T. FIRES 8 DARTS OFF/s.

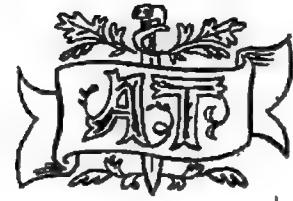
Timing:

EPISODE #

Production :

1042-256

ADVENTURE TIME



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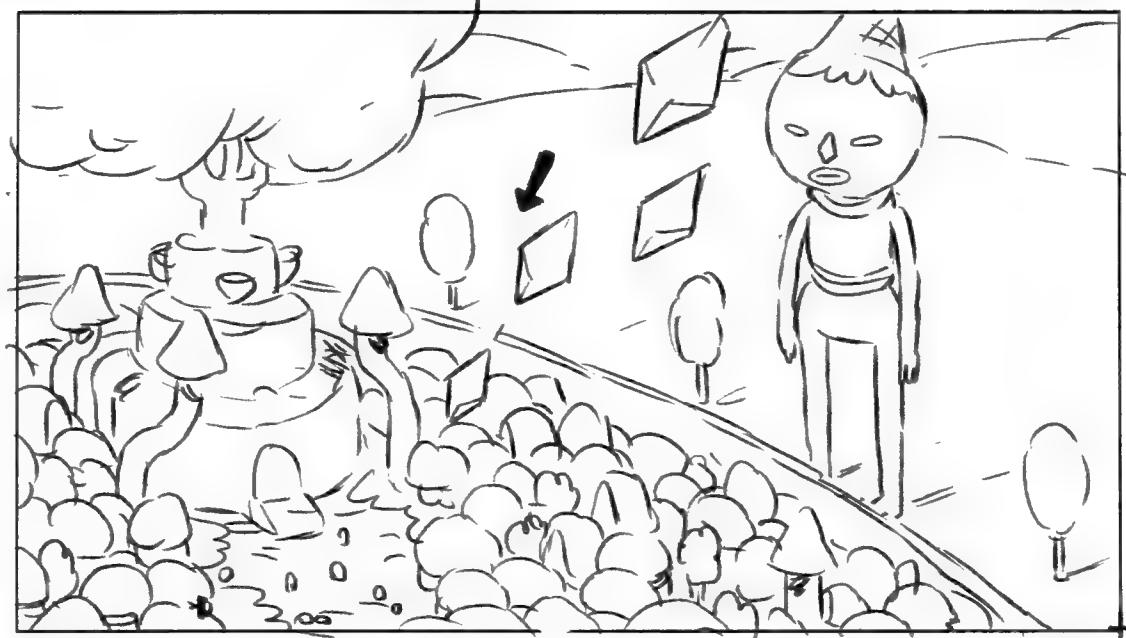
Page

Sc. 146

Pnl. A

Bg.

day night

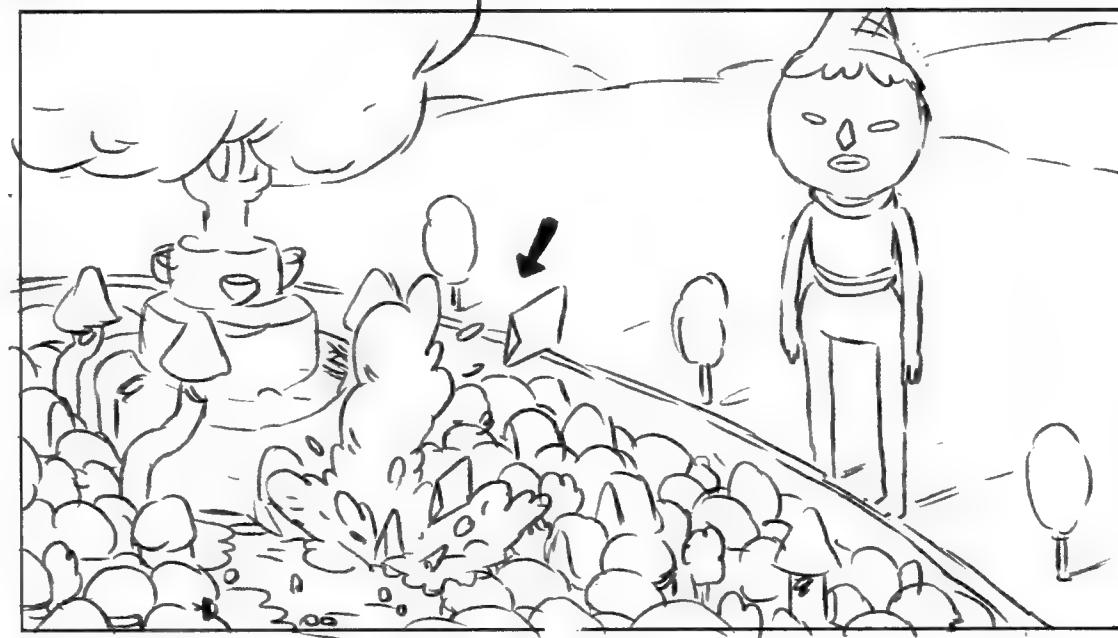


Sc. 146

Pnl. B

Bg.

day night



Dialog:

SFX: (CRASH)

Action:

- PARTS FLY TOWARDS GROUND

(maybe keep G.G same pose?)

Timing:

ADVENTURE TIME



Page 250

Sc. 147

Pnl. A

Bg.

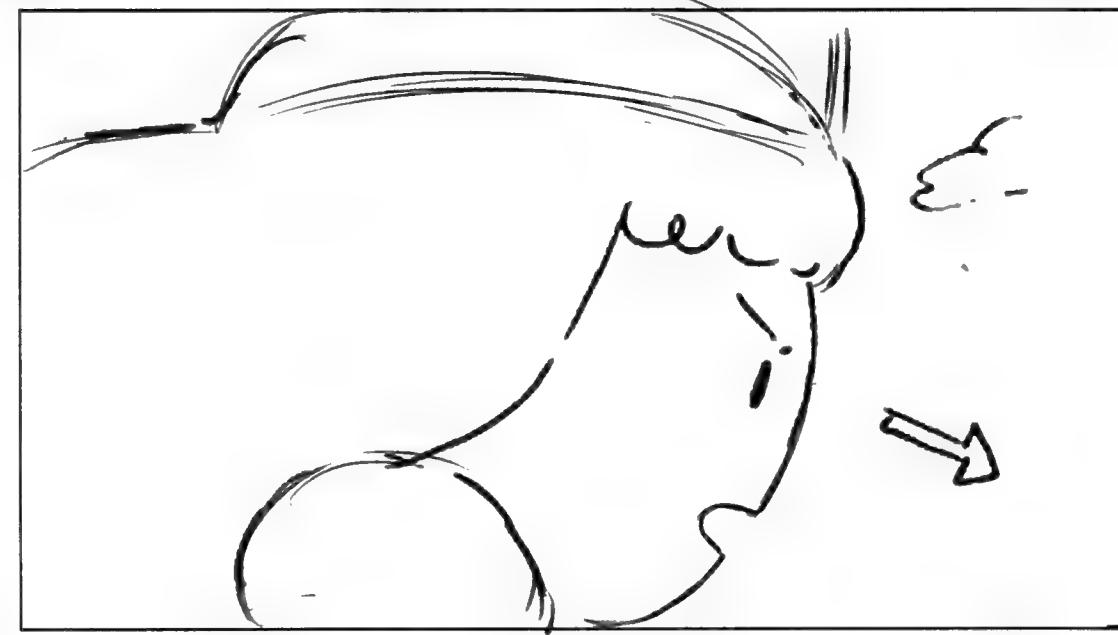
day night

Sc. 147

Pnl. B

Bg.

day night



Dialog:

PB: FIND MY OWN PATH?

PB: I HAD A PATH!

Action:

Timing:

EPISODE #

Production :

1042-250

ADVENTURE TIME



Page 251

Sc. 148

Pnl. A

Bg.

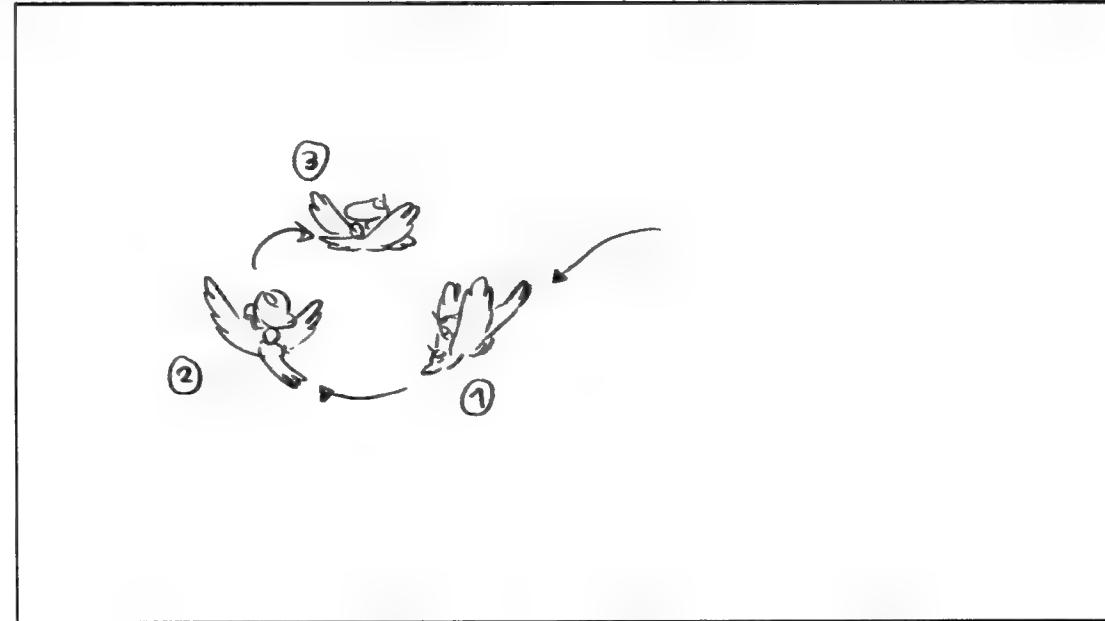
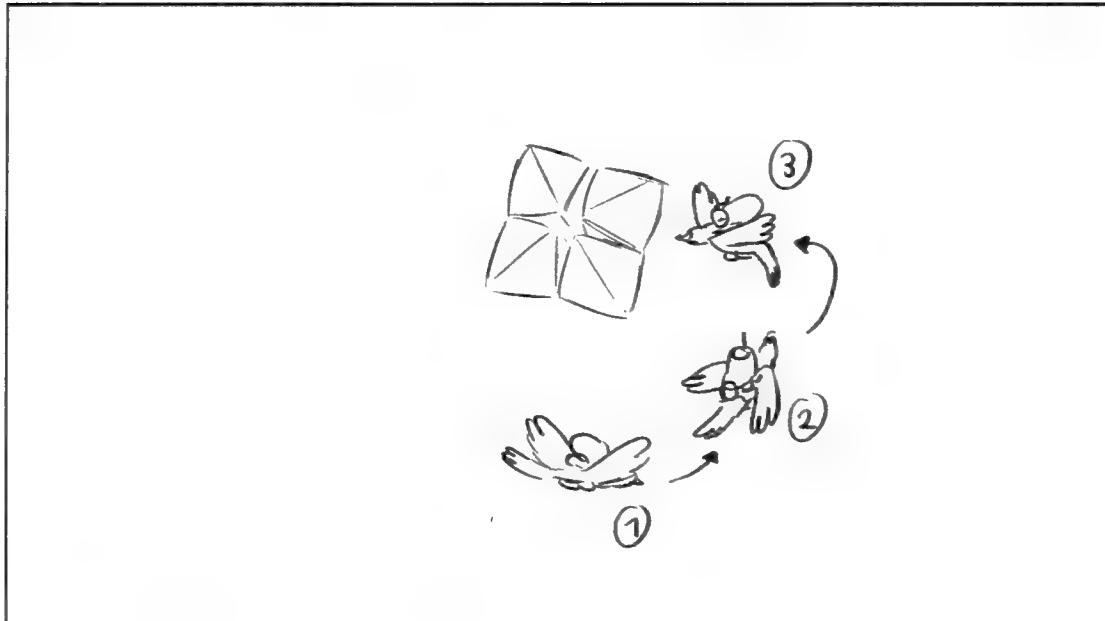
day night

Sc. 148

Pnl. B

Bg.

day night



Dialog:

PB: my --

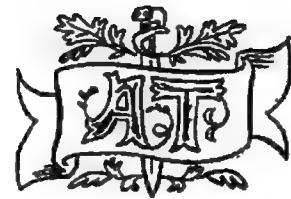
PB: -- PATH --

Action:

- PB + MORROW SWOOP IN ARCS IN FRONT OF F.T.

Timing:

ADVENTURE TIME



Page 252

Sc. 148

Pnl. C

Bg.

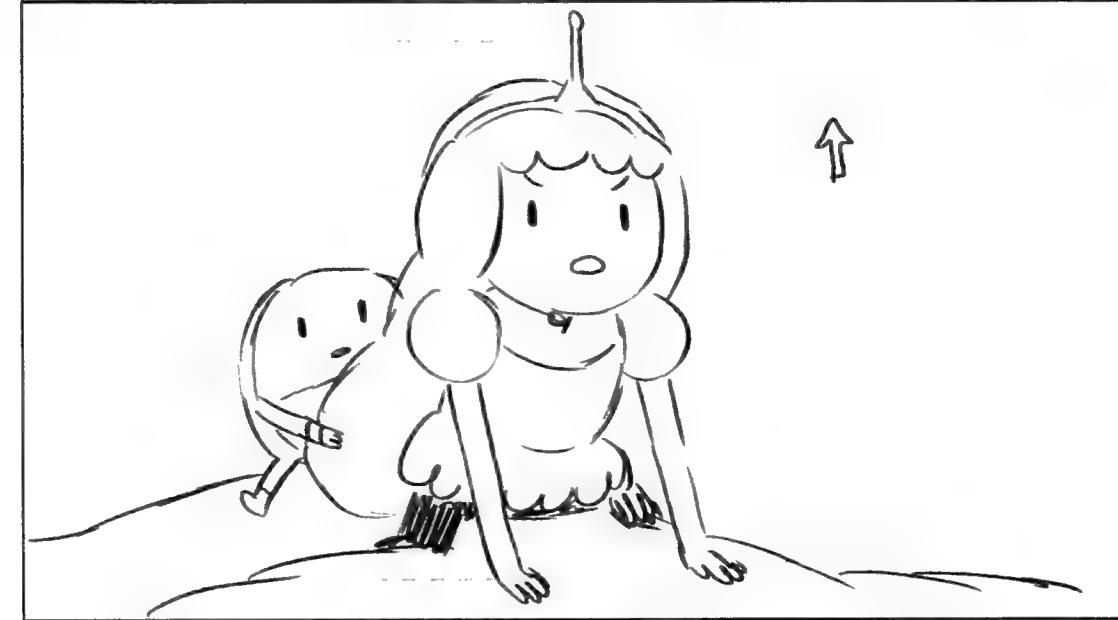
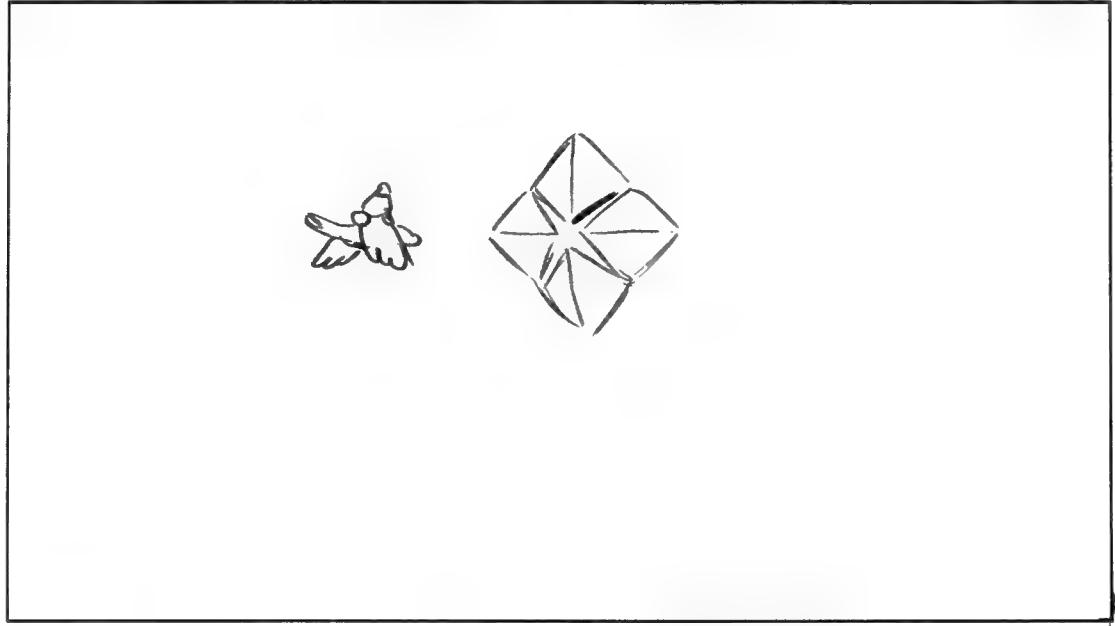
day night

Sc. 149

Pnl. A

Bg.

day night



Dialog:

PB: -- WAS --

PB: -- SCIENCE , ,

Action:



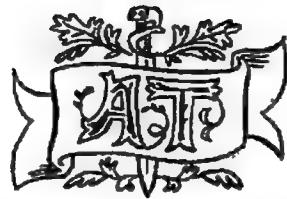
Timing:

1042-256

EPISODE #

Production :

ADVENTURE TIME



Page 253

Sc. 149

Pnl. B

Bg.

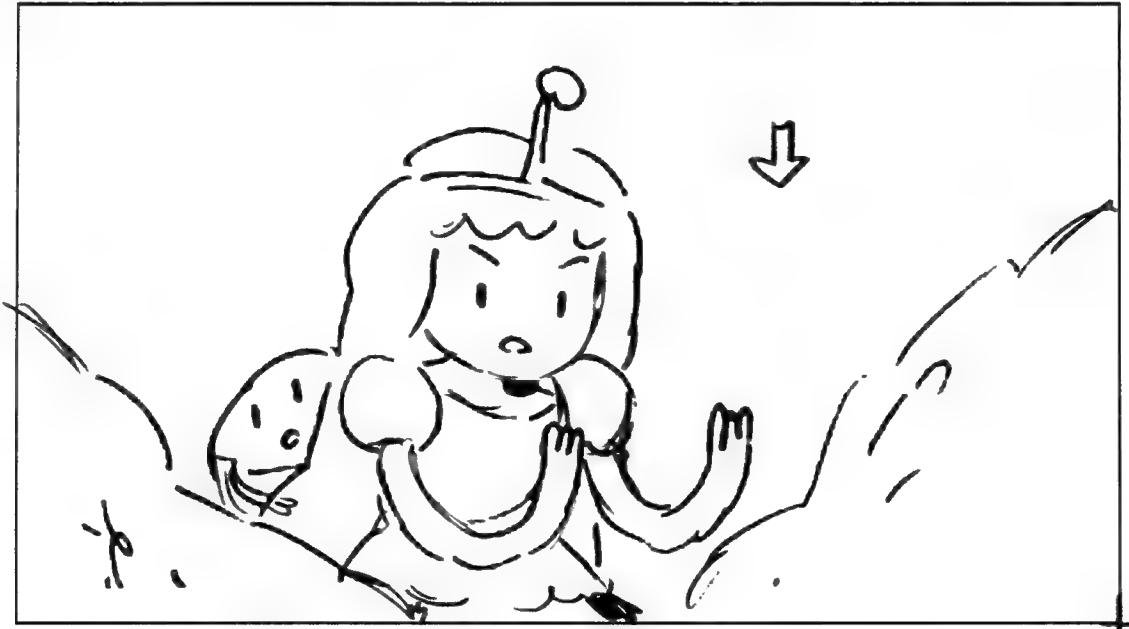
day night

Sc. 149

Pnl. C

Bg.

day night



Dialog:

PB -- BECAUSE SCIENCE --

PB: -- MAKES SENSE !

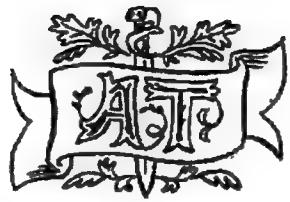
SFX: * FRRRT/*

Action:

- PB FIRES DUAL JELLY BEAN BEAMS.

Timing:

ADVENTURE TIME



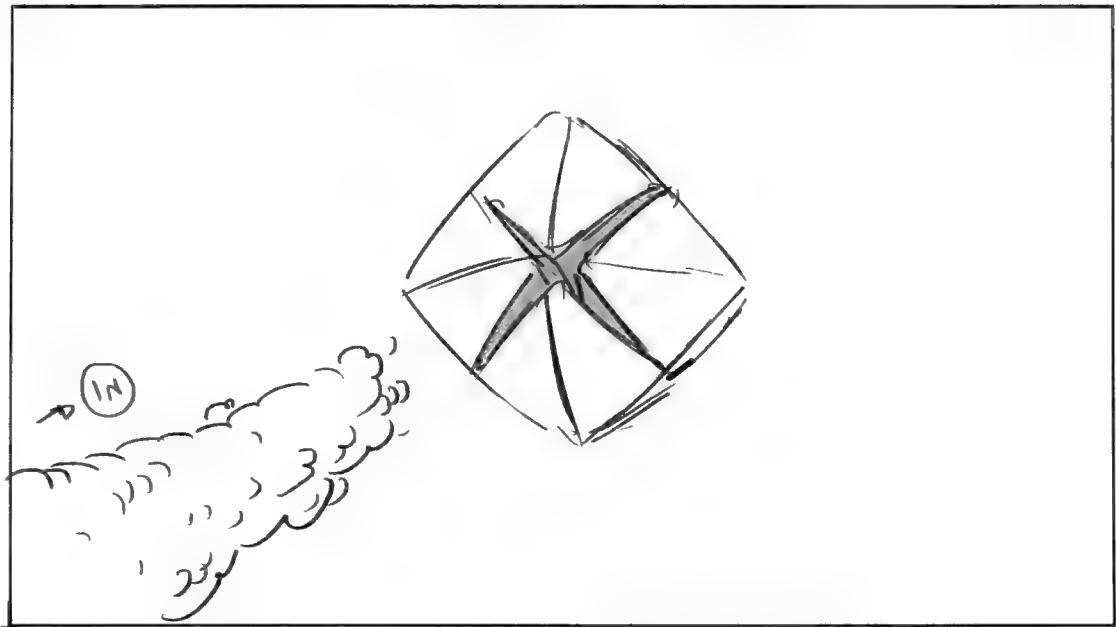
Page 254

Sc. 150

Pnl. A

Bg.

day night

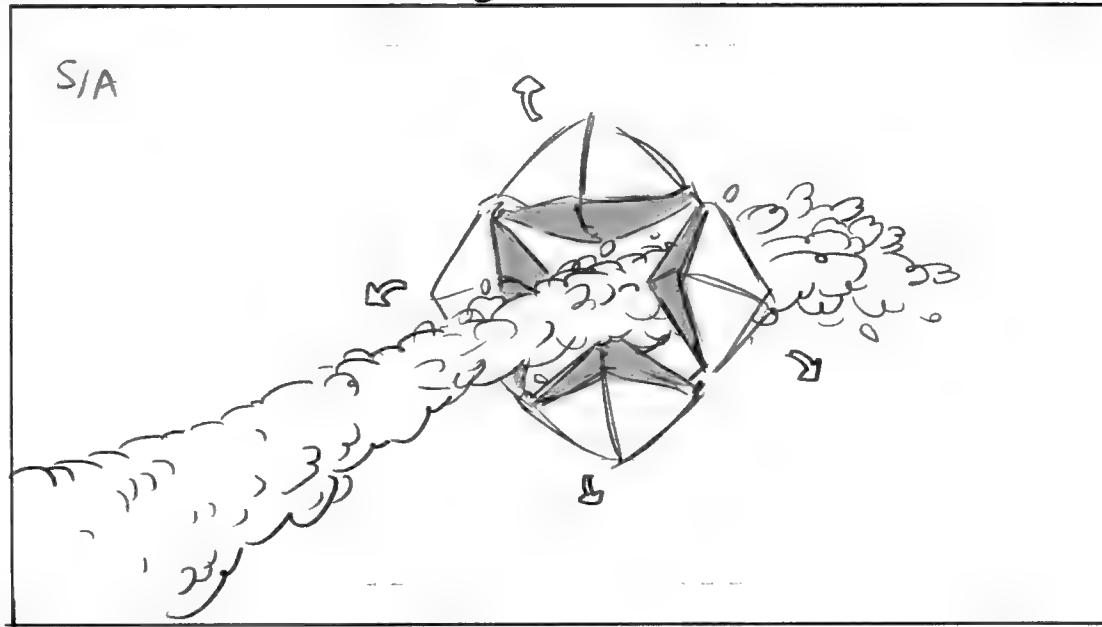


Sc. 150

Pnl. B

Bg.

day night



Dialog:

Action:

- FT BREAKS APART TO ALLOW
BEAM TO PASS THROUGH IT.

Timing:

Production :

EPISODE #

1042-256

ADVENTURE TIME



Sc. 151

Pnl. A

Bg.

day night

151

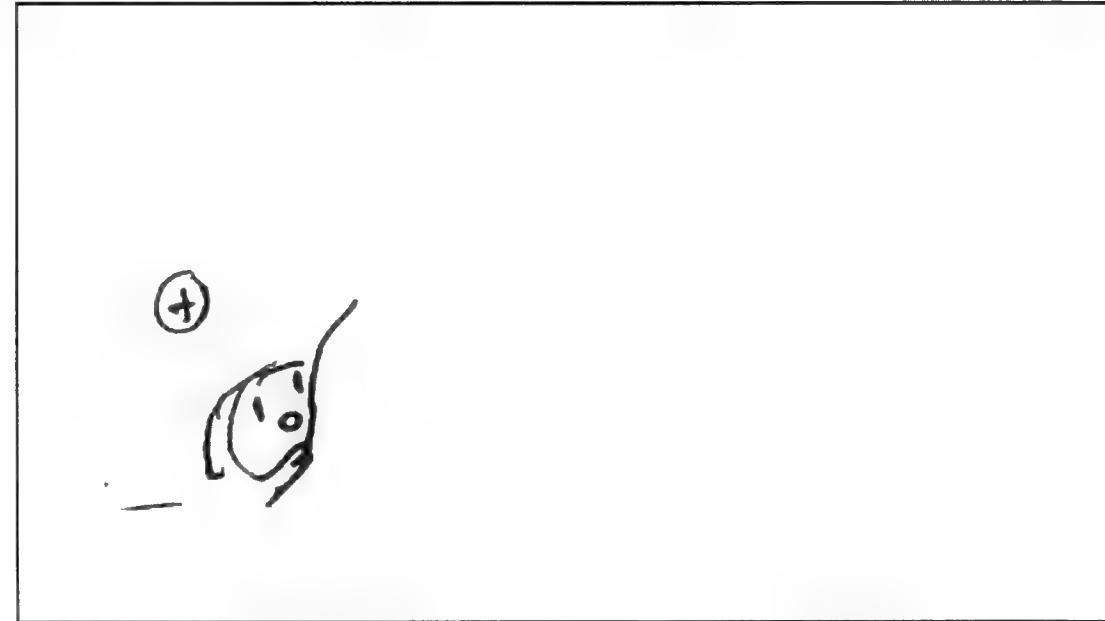
Page

255

Pnl. B

Bg.

day night



Dialog:

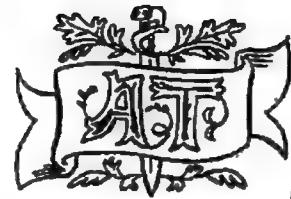
PB: GAH!! IF I WAS
IN MY LAB, I COULD
FABRICATE THAT
EXPLOSION IN A SNAP

PEP: WHAT
EXPLOSION?

Action:

Timing:

ADVENTURE TIME



Sc. 152

Pnl. A

Bg.

day night

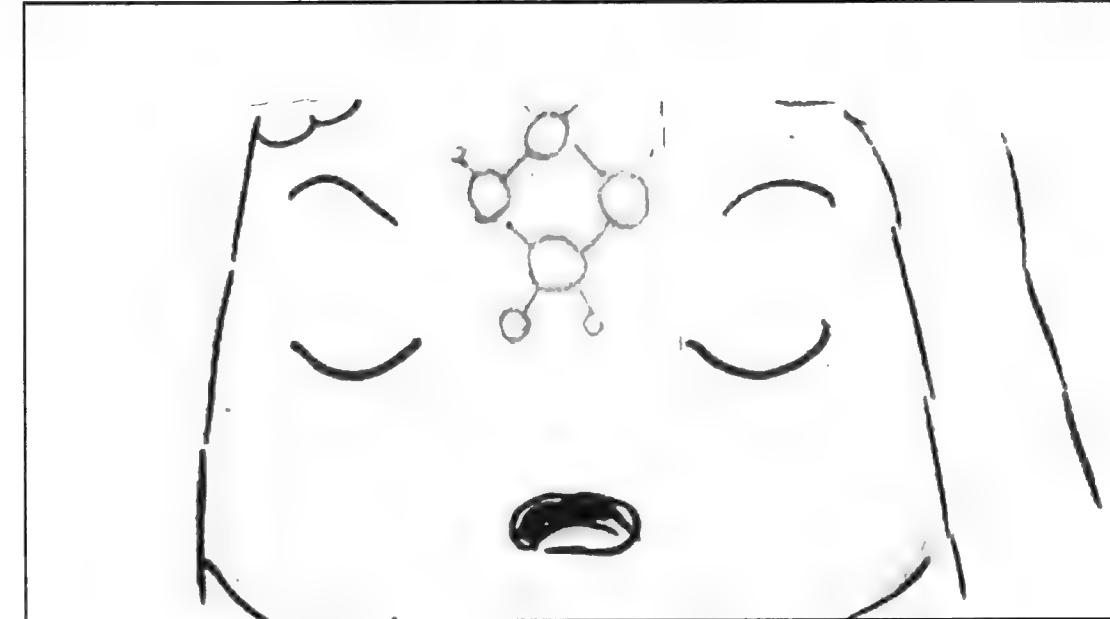


Sc. 153

Pnl. A

Bg.

day night



Dialog:

PB: IT WAS JUST REGULAR
SODA POP AND SCOTCH MINTS.
THAT SHOULDN'T BE
HARD!

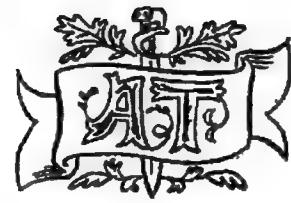
PB: IT'S ALL SUGAR RIGHT...

Action:

- BALL-AND-STICK MODEL DISSOLVES
ONTO PB'S FOREHEAD.

Timing:

ADVENTURE TIME



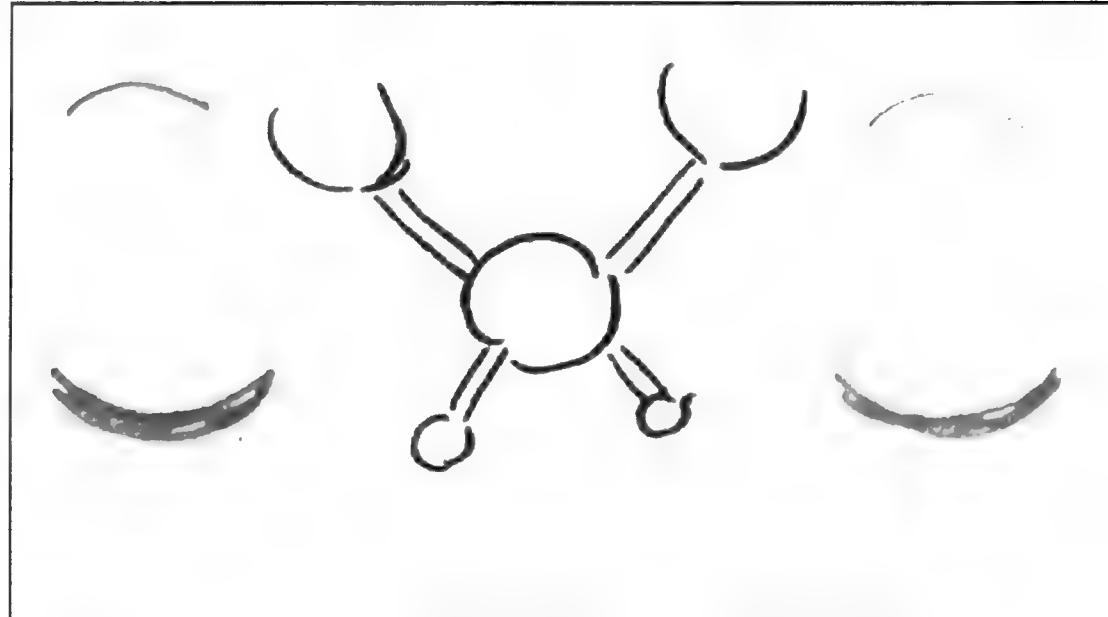
Page 257

Sc. 154

Pnl. A

Bg.

day night



Sc. 155

Pnl. A

Bg.

day night



Dialog:

PB: RIGHT...

Action:

Timing:

ADVENTURE TIME



Page 258

Sc. 15⁴

Pnl. A

Bg.

day night

Sc. 15⁴

Pnl. B

Bg.

day night



Dialog:

Action:

- JELLY BEAN FORMS FACE.

- PB'S HAND DISSOLVES ON/S

Timing:

Production :

EPISODE #

1042-256

ADVENTURE TIME



Page 259

Sc. 156

Pnl. C

Bg.

day night

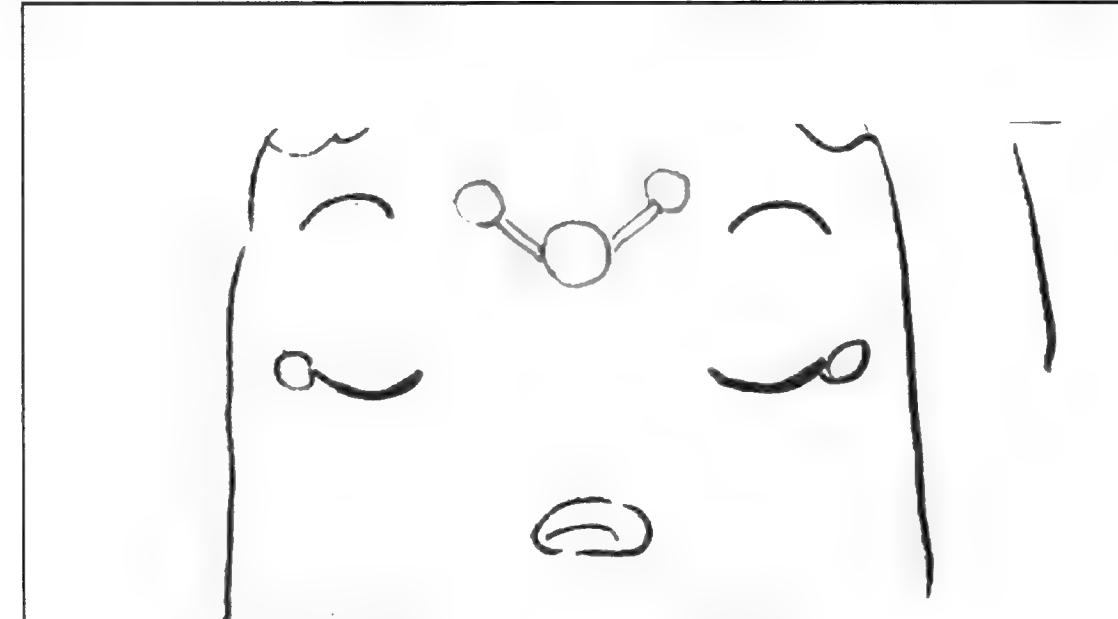


Sc. 157

Pnl. A

Bg.

day night



Dialog:

PB: "TO MAKE SODA POP..."

PB: "I'D NEED TO ADD

Action:

-PB'S EYES TEAR UP

Timing:

ADVENTURE TIME



Page 260

Sc. 157

Pnl. B

Bg.

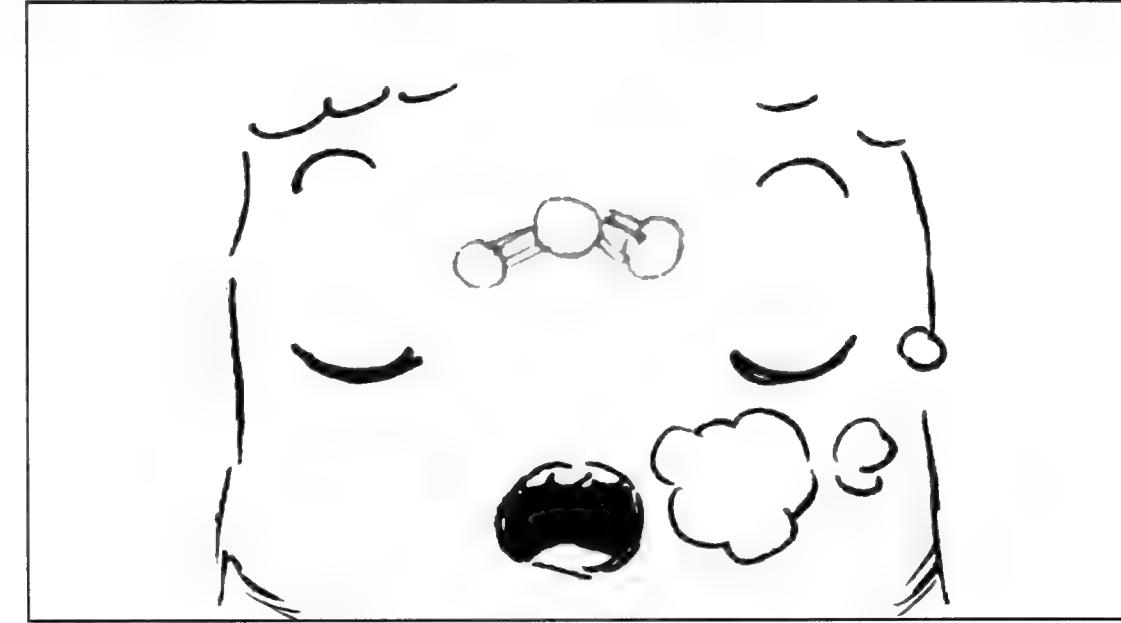
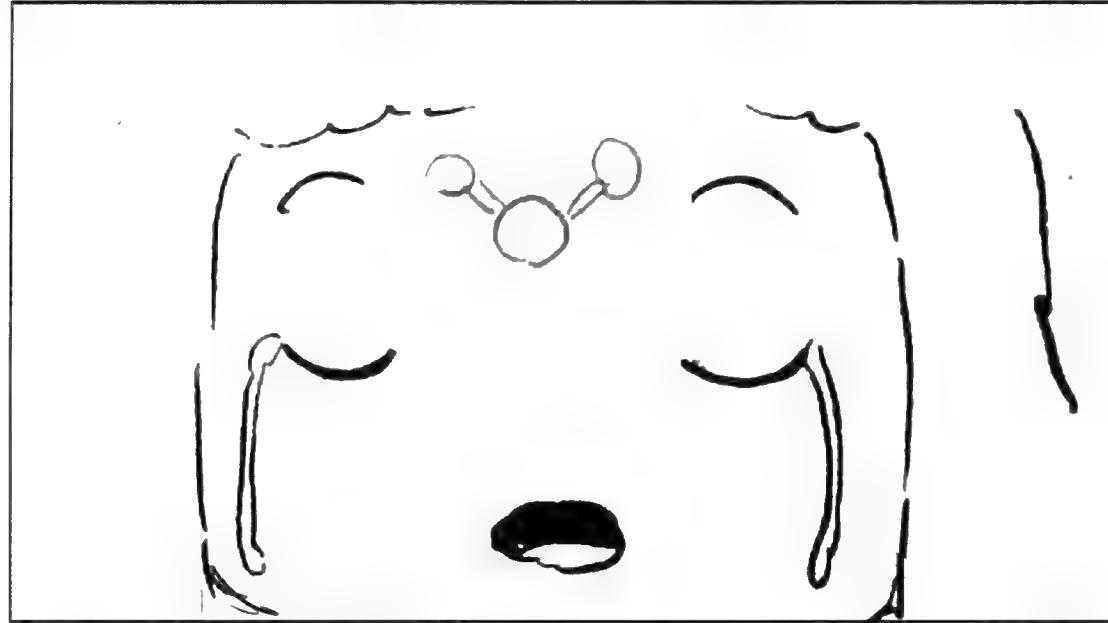
day night

Sc. 157

Pnl. C

Bg.

day night



Dialog:

PB: "WATER -- "

PB: "AND CARBON
DIOXIDE "

Action:

- TEARS TRAVEL DOWN PB'S FACE.

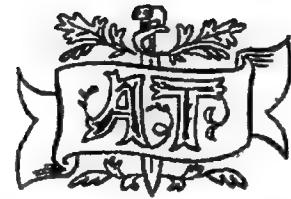
Timing:

1042-256

EPISODE #

Production :

ADVENTURE TIME



Sc. 158

Pnl. "A"

Bg.

day night

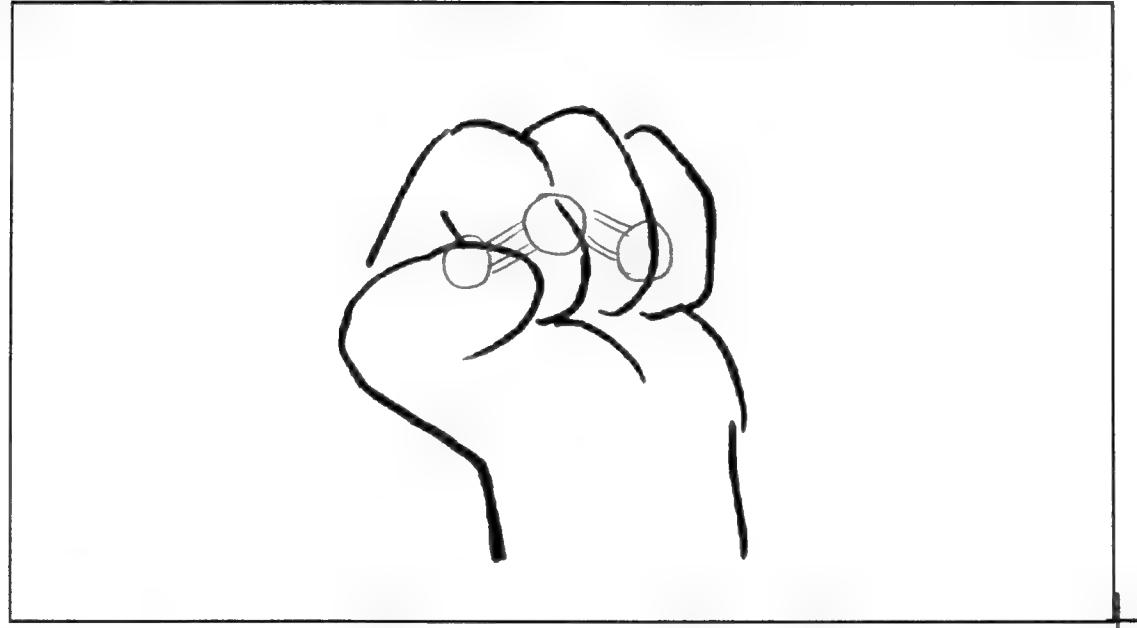
Sc. 158

Pnl. B

Bg.

Page 261

day night



Dialog:

Action:

- DISSOLVE TO PB'S OTHER HAND

- STICK MODEL DISSOLVES OFF.

Timing:

Production :

EPISODE #

1042-256

ADVENTURE TIME



Page 262

Sc. 158

Pnl. C

Bg.

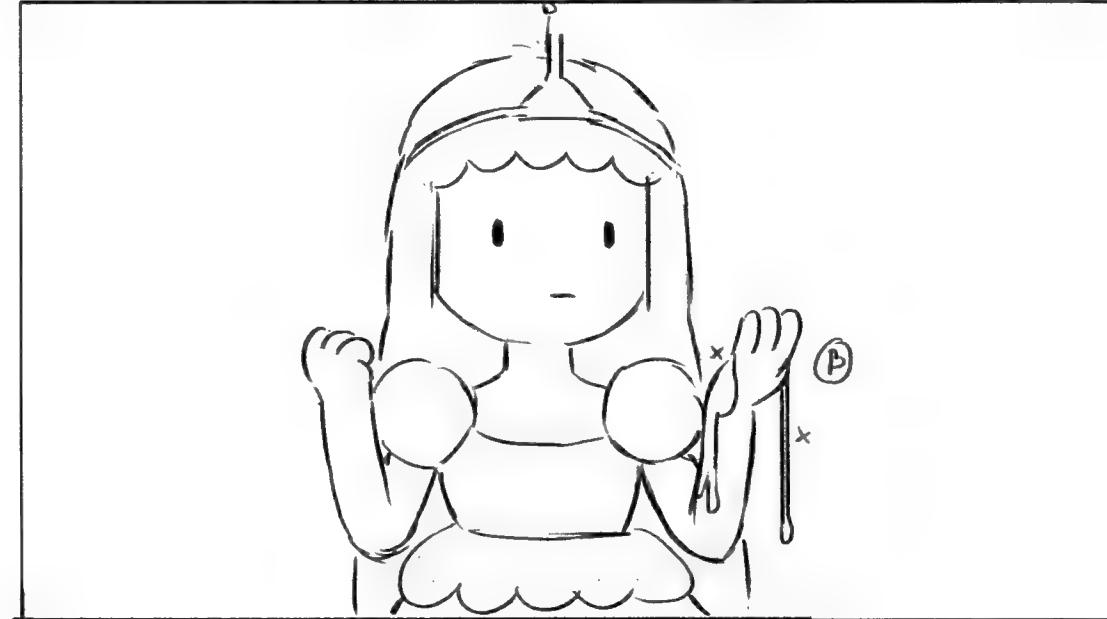
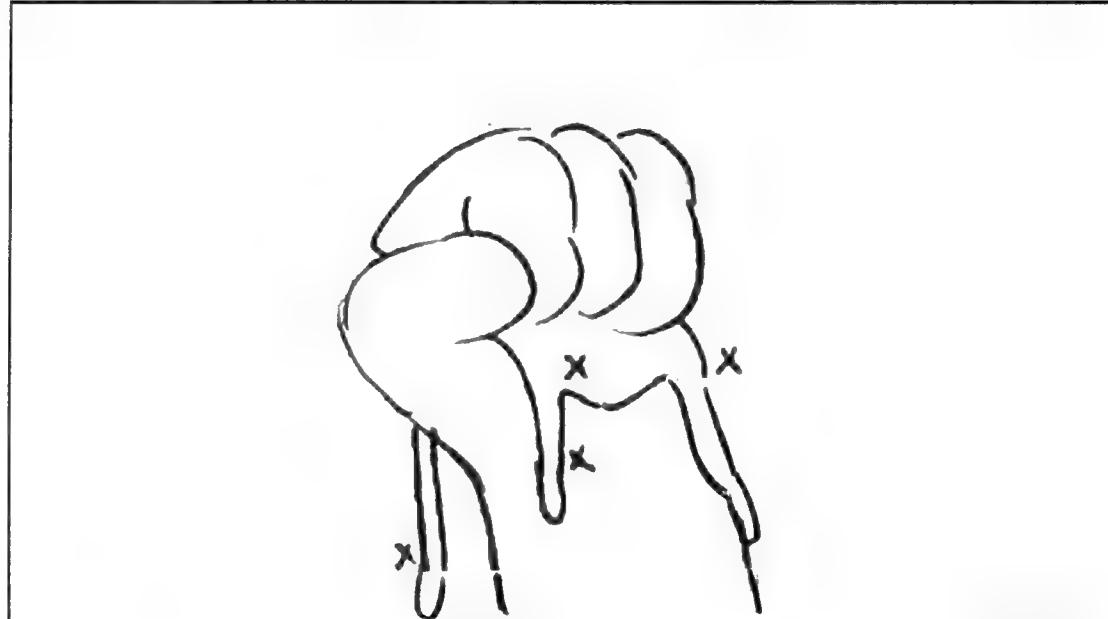
day night

Sc. 159

Pnl. A

Bg.

day night



Dialog:

Action:

- SOFA POP OOZES OUT OF PB'S CLOSED HAND.

- SODA POP FLOWS DOWN.



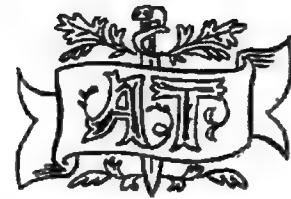
Timing:

1042-256

EPISODE #

Production :

ADVENTURE TIME



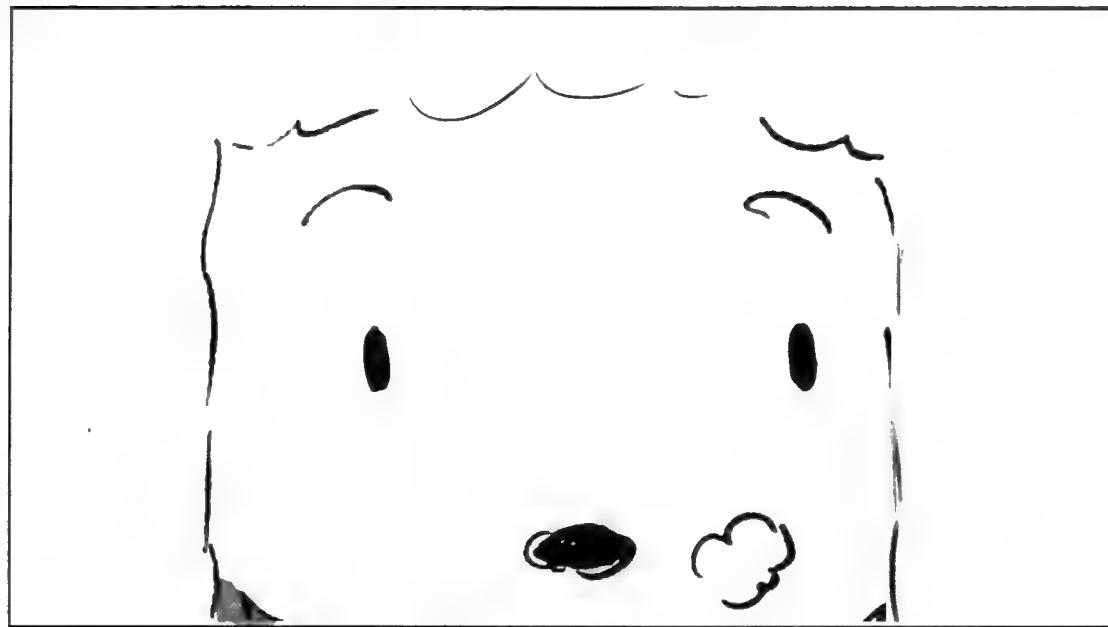
Page 263

Sc. 160

Pnl. A

Bg.

day night

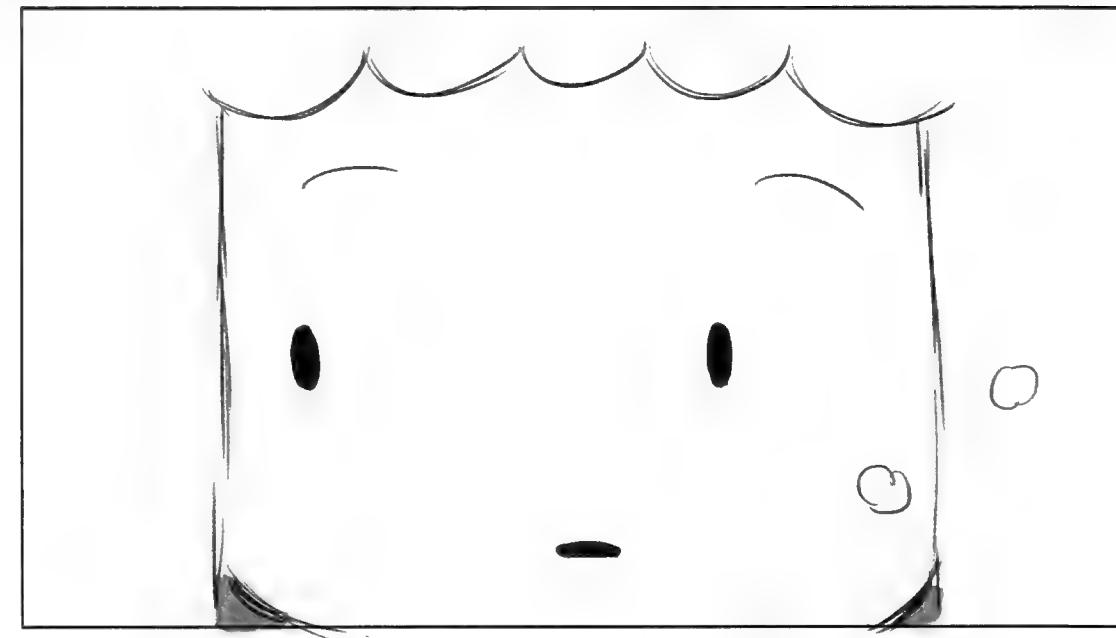


Sc. 160

Pnl. B

Bg.

day night



Dialog:

PB: "GUM ARABIC..."

PB: "GELATIN..."

Action:

Timing:

ADVENTURE TIME



264
Page _____

Sc. 161

Pnl. A

Bg.

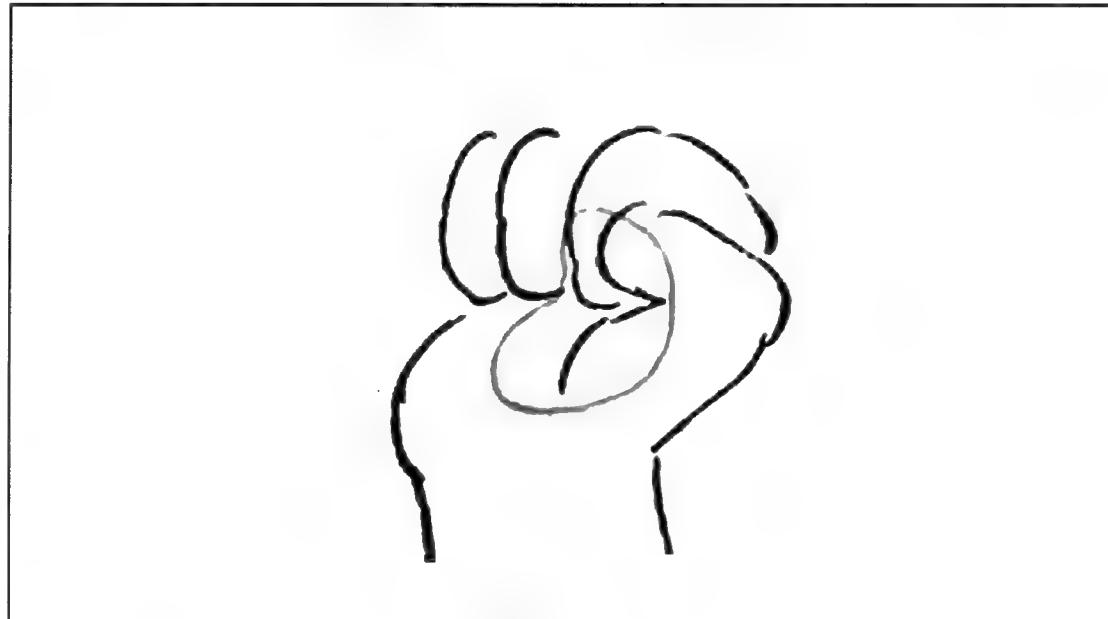
day night

Sc. 161

Pnl. B

Bg.

day night



Dialog:

PB: "POTASSIUM BENZOATE..."

PB: ^(o/s) ADD HEAT AND PRESSURE!

Action:

- PB SQUEEZES FIST.

Timing:

ADVENTURE TIME



Page 265

Sc. 161

Pnl. C

Bg.

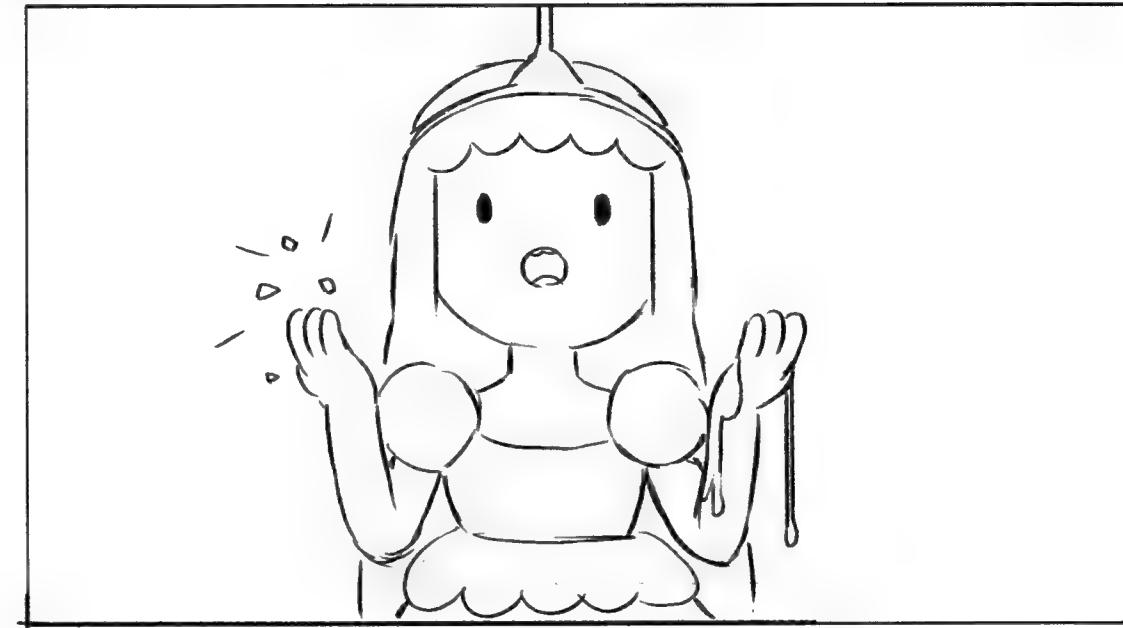
day night

Sc. 162

Pnl. A

Bg.

day night



Dialog:

SFX:

POP!

PB:

CHATSBERY -
I'M WALKING IN MY
OWN SHOES !!

Action:

- SCOTCH MINTS APPEAR WHEN
PB OPENS HER HAND.

Timing:

ADVENTURE TIME



Page 266

Sc. 163

Pnl. A

Bg.

day night

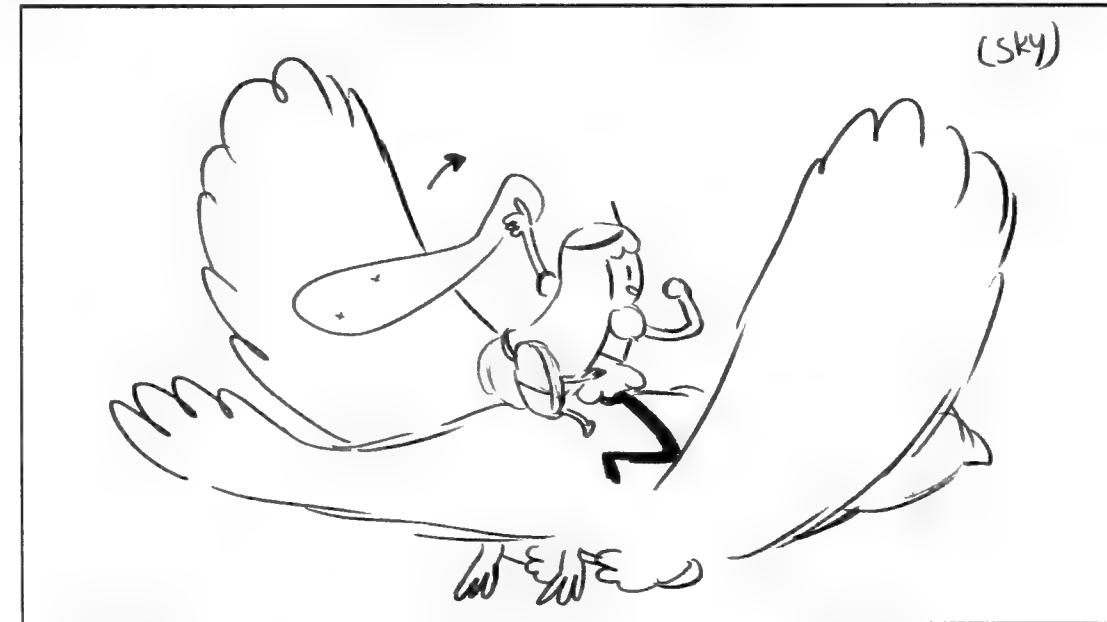


Sc. 164

Pnl. A

Bg.

day night



Dialog:

PEP: WHAT?

P.B.: LOOK!

Action:

Timing:

ADVENTURE TIME



Page 267

Sc. 164

Pnl. B

Bg.

day night

Sc. 164

Pnl. C

Bg.

day night



Dialog:

SFX: * SKSHHH *

SFX: * THP-THP-THP!
BOOM! *

Action:

- PB FORMS CLOUD OF SODA POP.

- PB FIRES SCRATCH MINTS AT SODA.

Timing:

ADVENTURE TIME



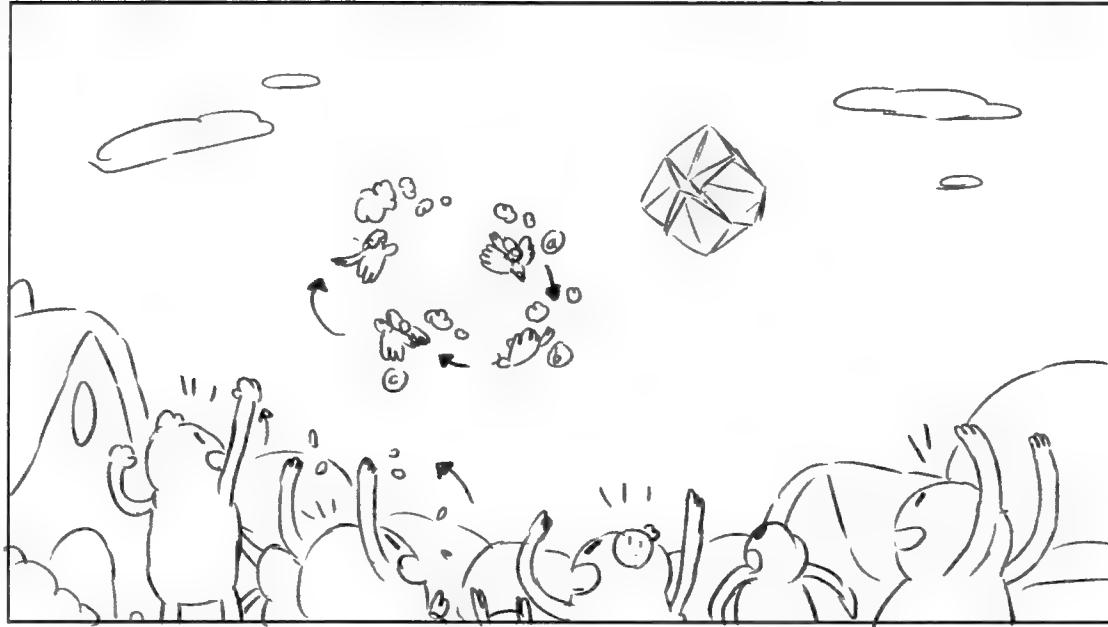
Page 268

Sc. 165

Pnl. A

Bg.

day night

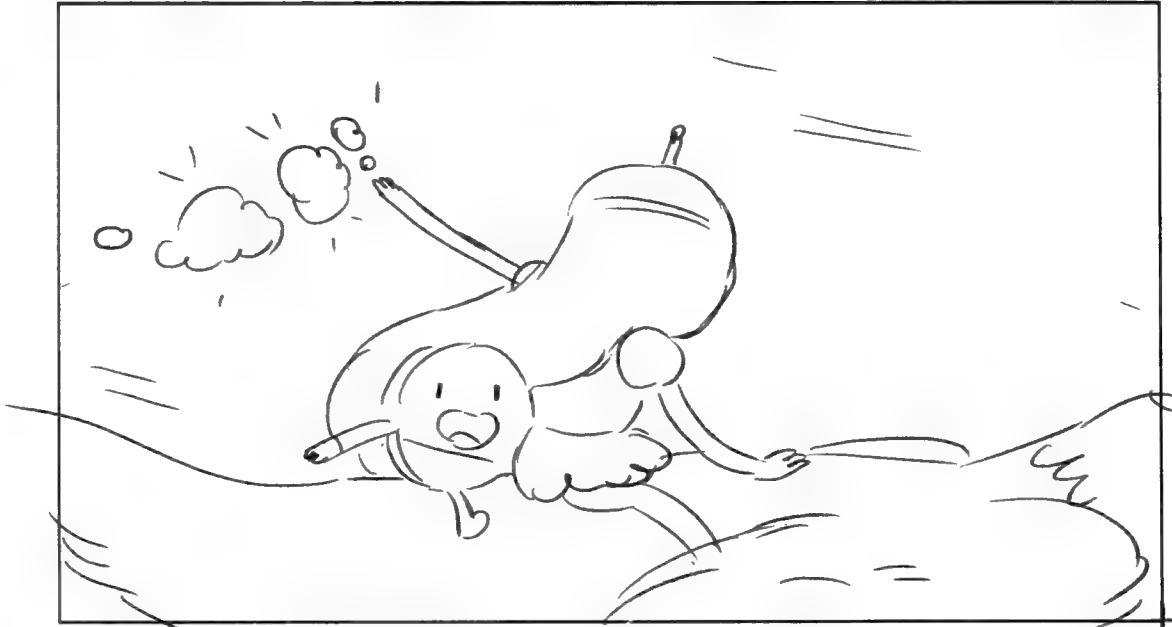


Sc. 166

Pnl. A

Bg.

day night



Dialog:

CROWD: WOOO! BUBBLEGM
[CHEERING WALLA]

PEP: YOU'RE DOING IT!!

Action:

- PB FLIES IN CIRCLES
- EXPLOSIONS.

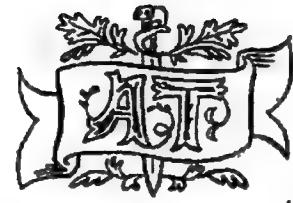
Timing:

1042-25L

EPISODE #

Production :

ADVENTURE TIME



Page 269

Sc. 146

Pnl. B

Bg.

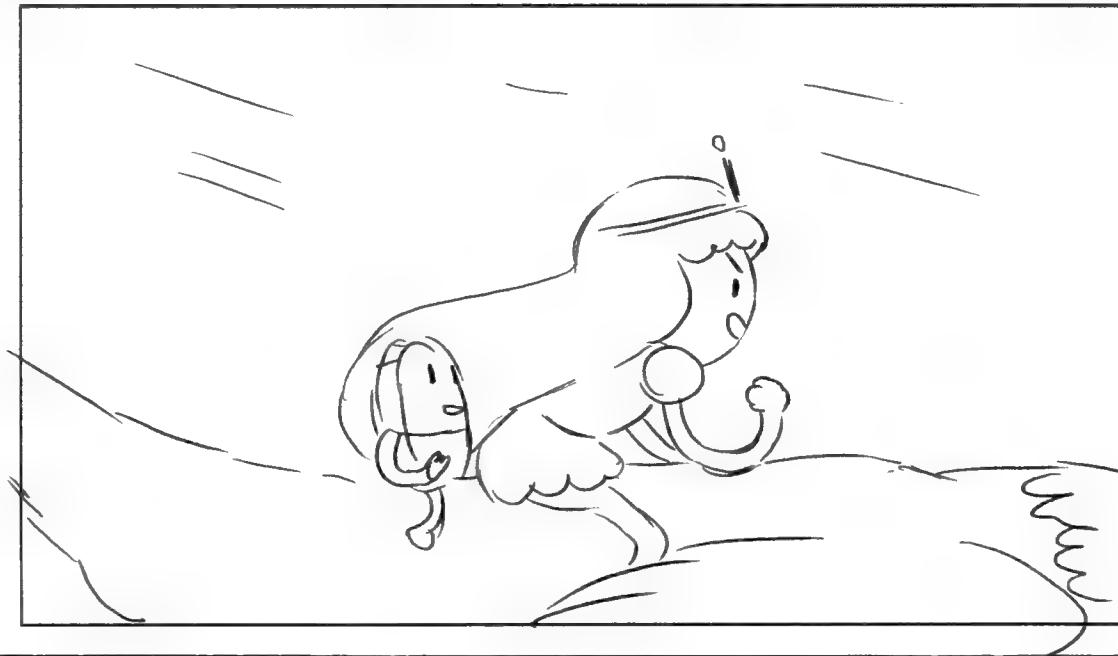
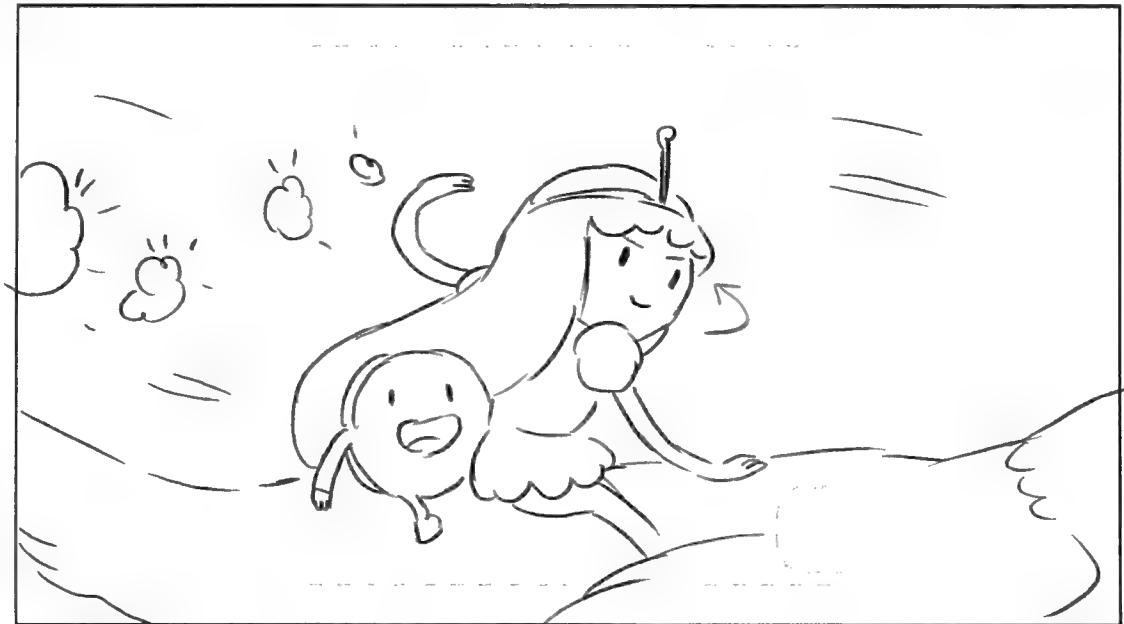
day night

Sc. 146

Pnl. C

Bg.

day night



Dialog:

PEP: YOU'RE BLOWING THEIR
FREAKIN' MINDS!

PB: NOW LET'S BLOW --

Action:

Timing:

ADVENTURE TIME



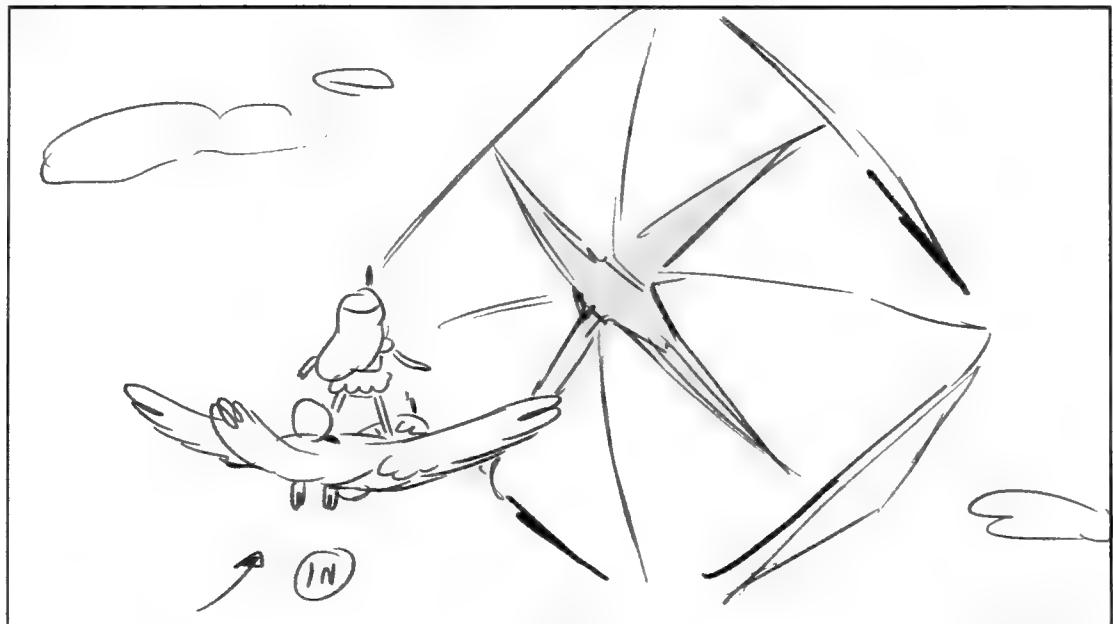
Page 270

Sc. 167

Pnl. A

Bg.

day night

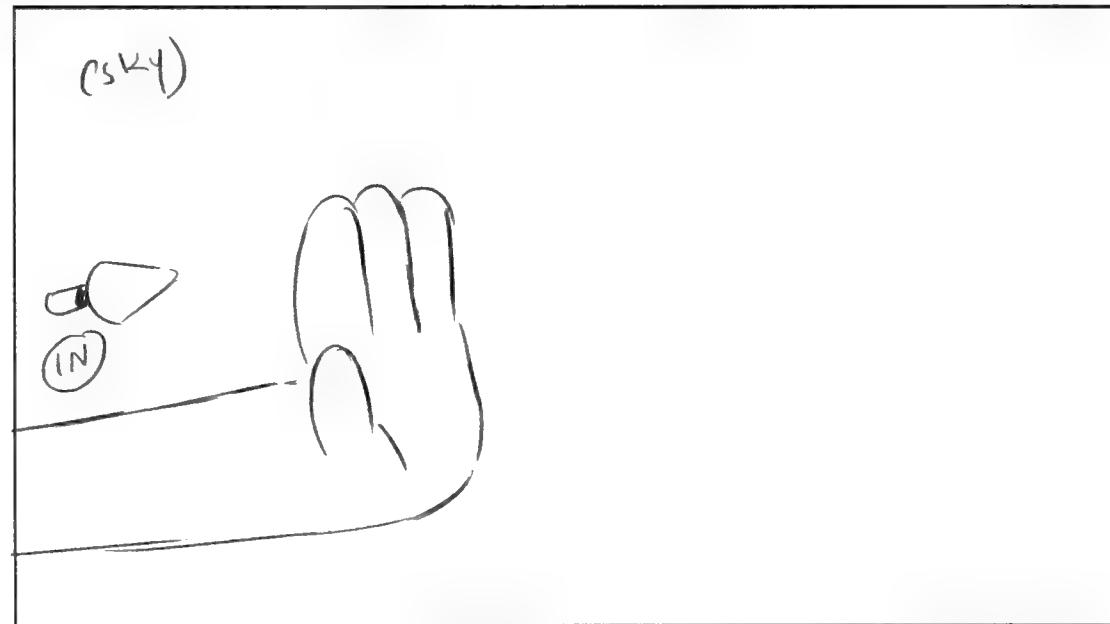


Sc. 168

Pnl. A

Bg.

day night



Dialog:

PB: HIS MIND!

Action:

- PB FLIES ON/S.

- PB'S HAND COMES ON/S.

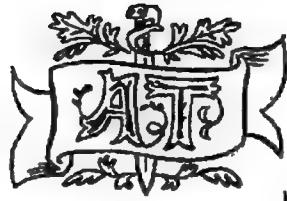
Timing:

1042-25t

EPISODE #

Production :

ADVENTURE TIME



Sc. 168

Pnl. B

Bg.

day night

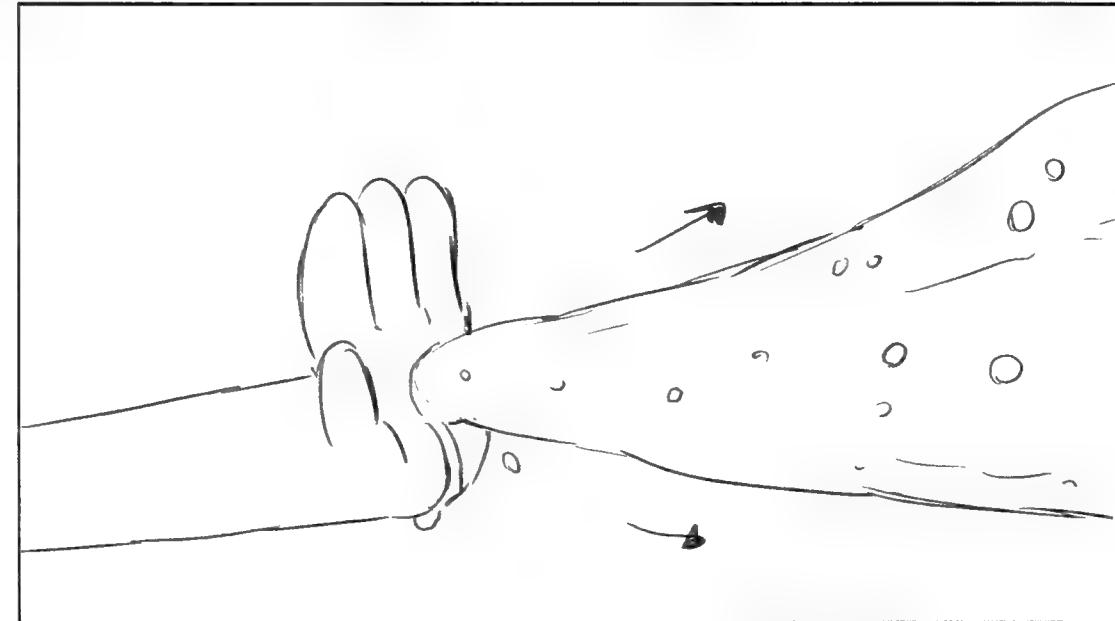
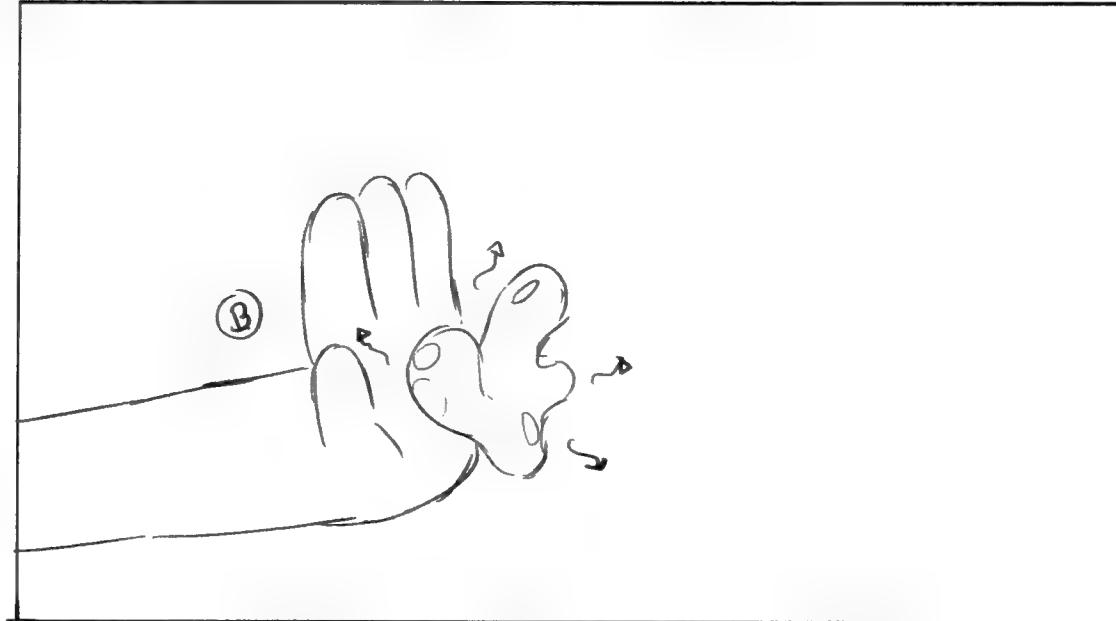
Sc. 168

Pnl. C

Bg.

day night

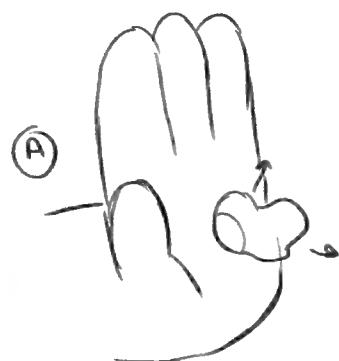
Page 271



Dialog:

SPX: * SK SHHHH! *

Action:

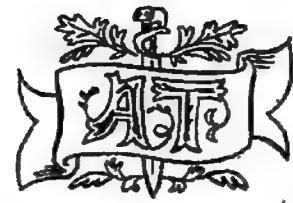


- the soda
squiggle a bit

Timing:

- SODA JET SHOOTS OFF'S.

ADVENTURE TIME



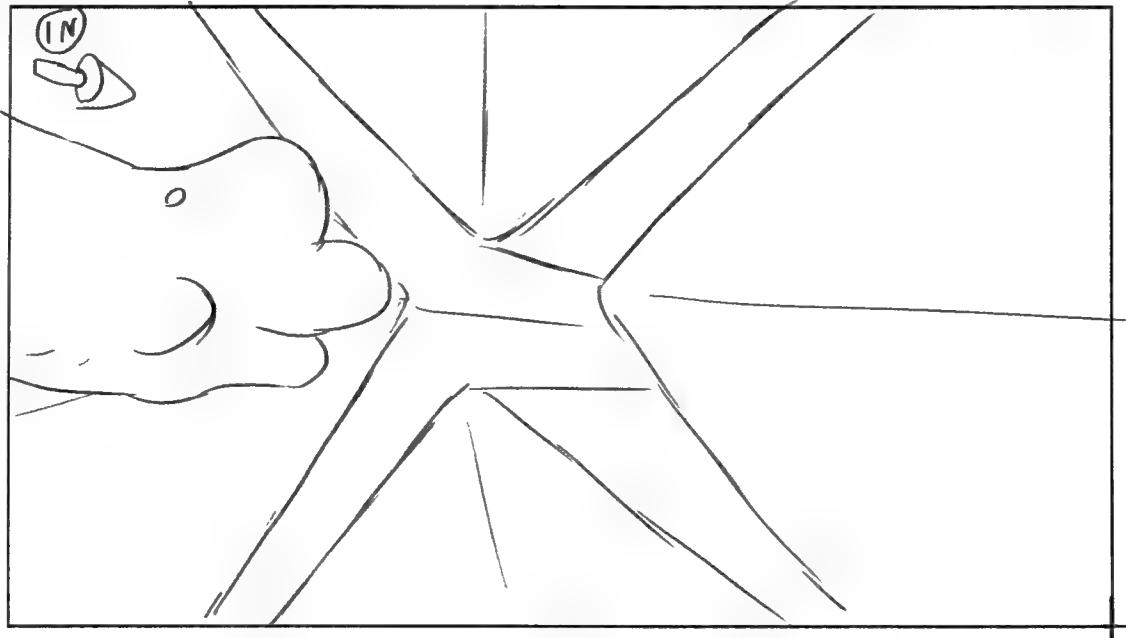
272
Page _____

Sc. 169

Pnl. A

Bg.

day night

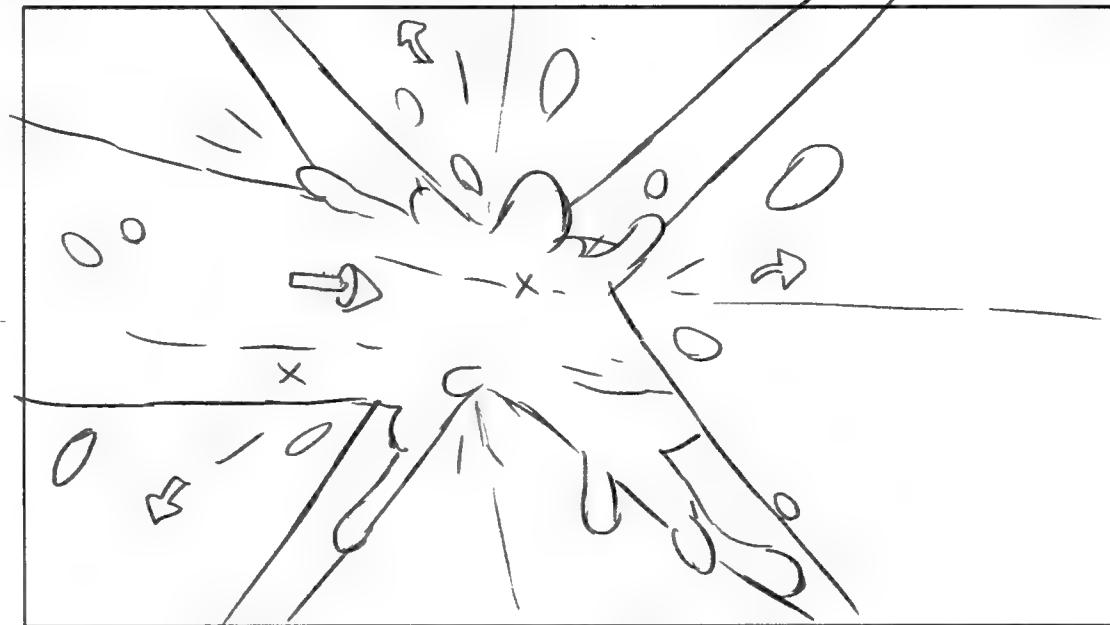


Sc. 169

Pnl. B

Bg.

day night



Dialog:

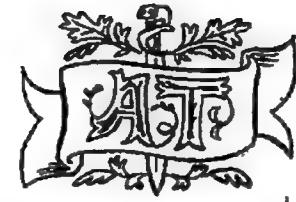
SFX: *SPSHHH!!*

Action:

- SODA SHOOTS INTO CENTER OF FORTUNE TELLER.

Timing:

ADVENTURE TIME



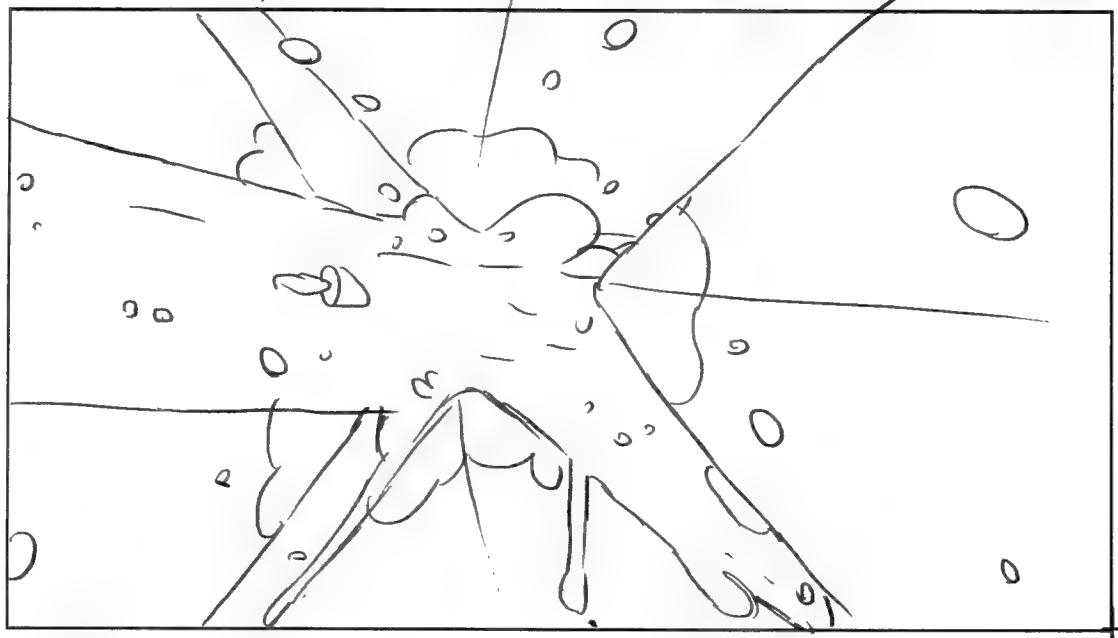
Page 273

Sc. 169

Pnl. C

Bg.

day night

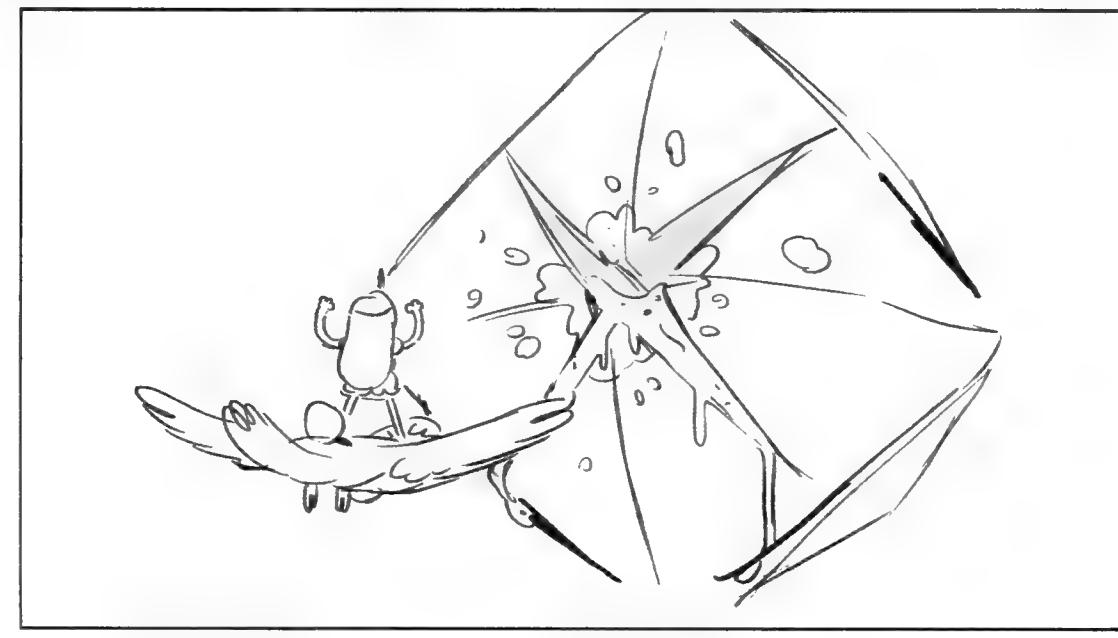


Sc. 170

Pnl. A

Bg.

day night



Dialog:

PB:

Action:

+ end pose

Timing:

Production :

1042-25L

ADVENTURE TIME



274

je

Sc. 170

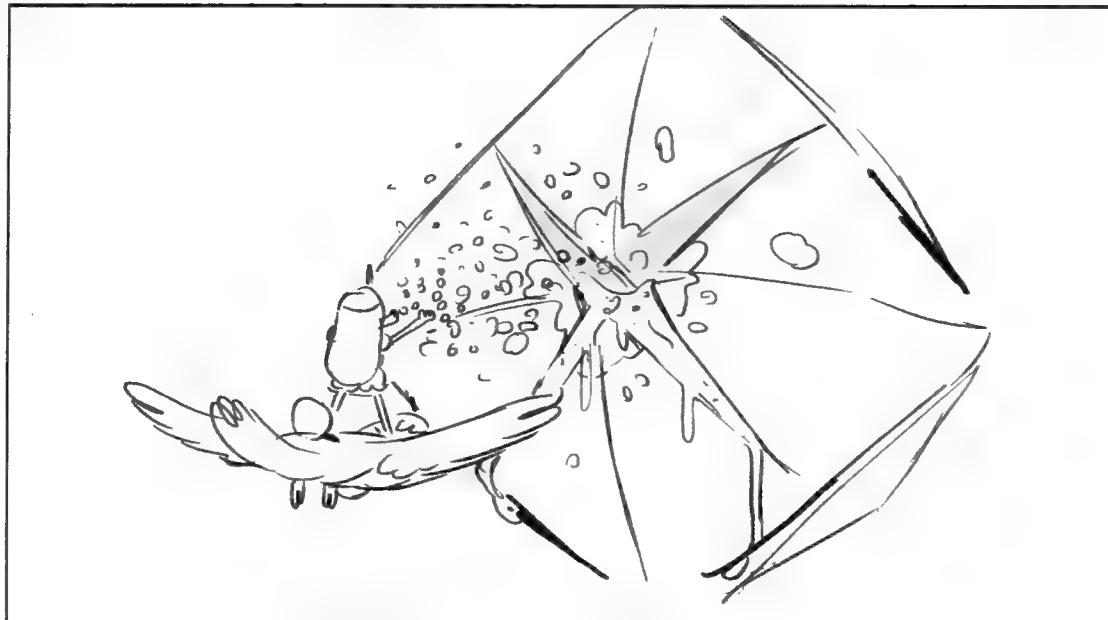
Pnl. B

Bg.

day night

Pnl. C

day night

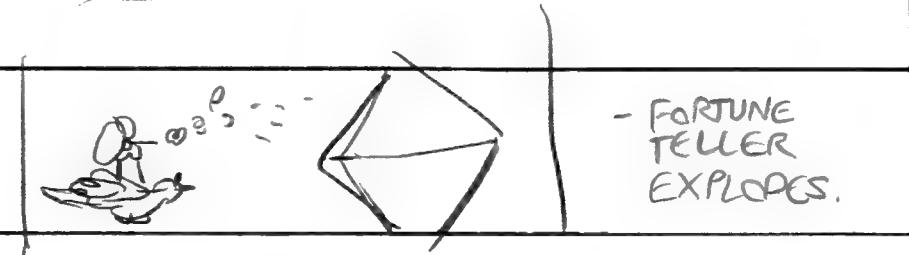
**Dialog:**

SFX: *FT-FT- FT-FT- FT-FT *

SFX: **BOOOOM!**

Action:

- PB FIRES SCOTCH MINTS
AT CENTER OF F.T.



profile?

Timing:

- FORTUNE
TELLER
EXPLODES.

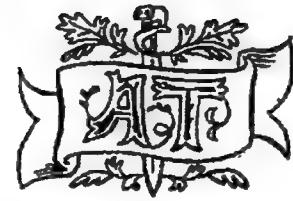
- SILHOUETTE OF
PATIENCE WITHIN
EXPLOSION.

Production :

1042-251

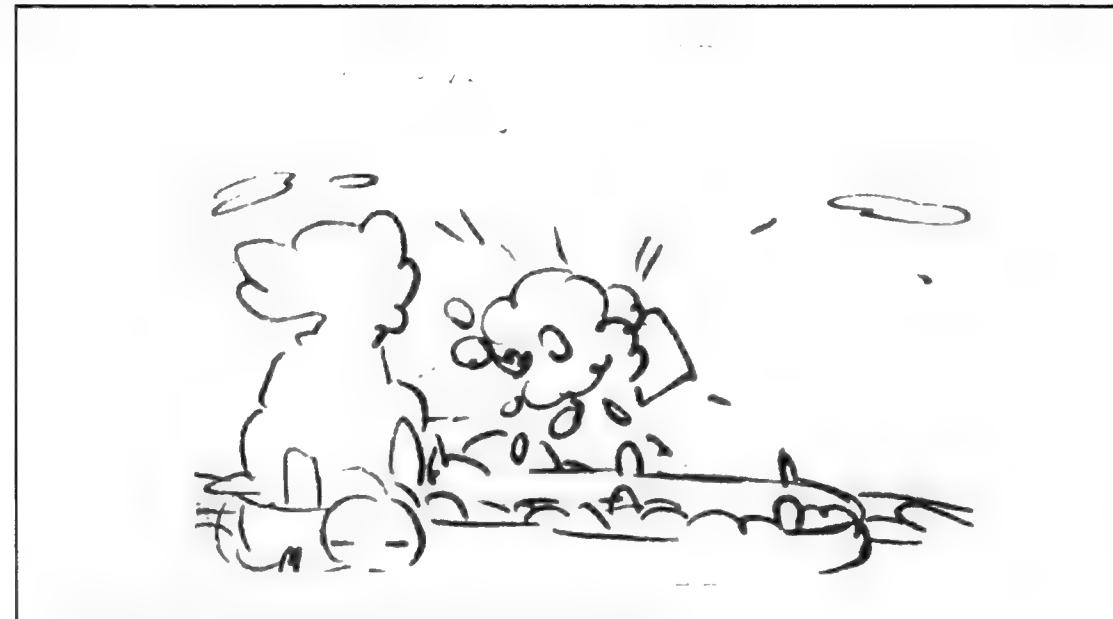
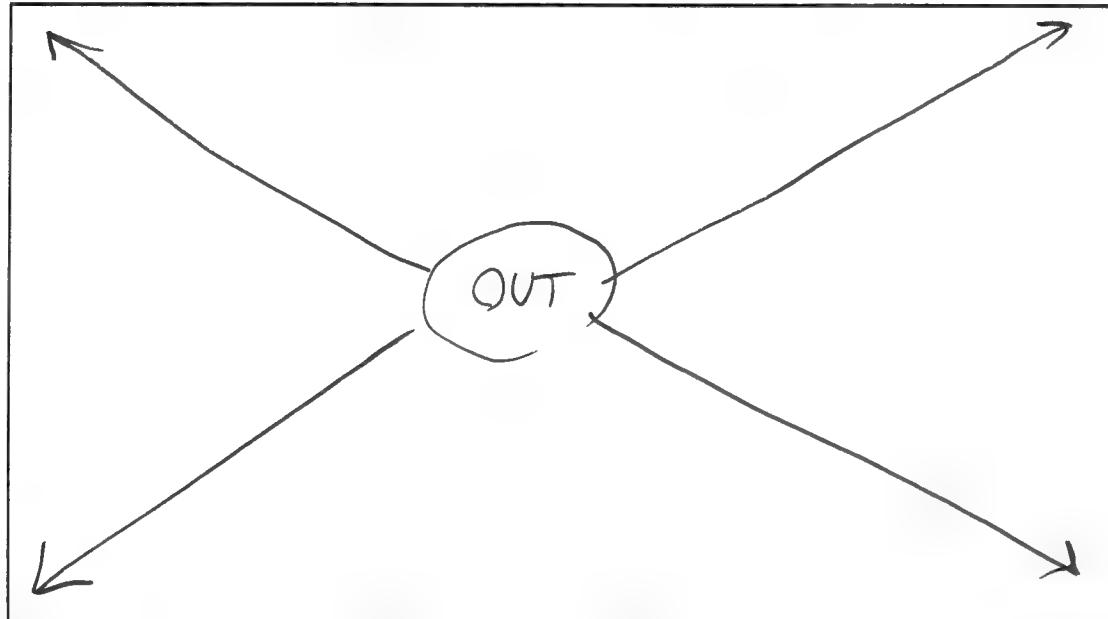
EPISODE #

ADVENTURE TIME



275
Page _____

Sc. Pnl. Bg. day night Sc. 171 Pnl. A Bg. day night



Dialog:

Action:

- F.T. SHATTERS INTO CLOUD
OF GLITTERING DUST.

Timing:

EPISODE #

Production :

1042-25t

ADVENTURE TIME



276
Page _____

Sc. 171

Pnl. B

Bg.

day night

Sc. 171

Pnl. D

Bg.

day night



Dialog:

Action:

- FRAGMENTS AND DUST CLOUD FALL TO THE GROUND.

- CLOUD OF SMOKE/DUST RISES.

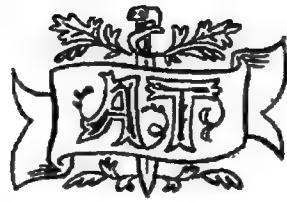
Timing:

Production :

1042-25L

EPISODE #

ADVENTURE TIME



Sc. 172

Pnl. A

Bg.

day night

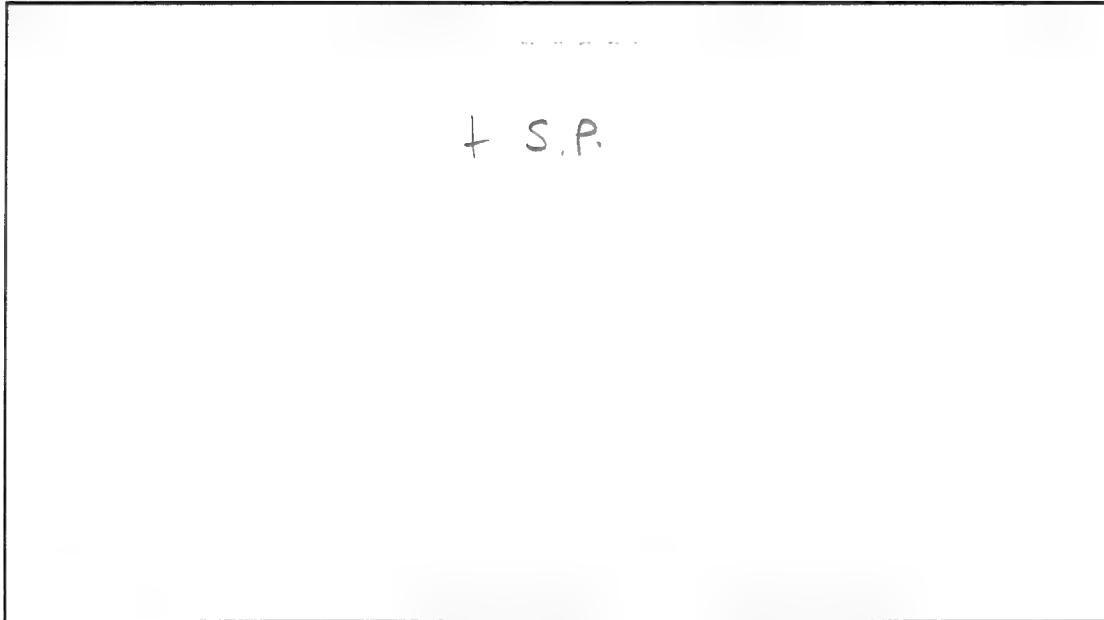
172

Pnl. B

Bg.

day night

Page 277



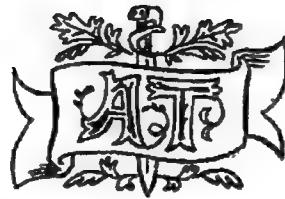
Dialog:

PB: HAHA, YES!

Action:

Timing:

ADVENTURE TIME



Page 278

Sc. 172

Pnl. C

Bg.

day night

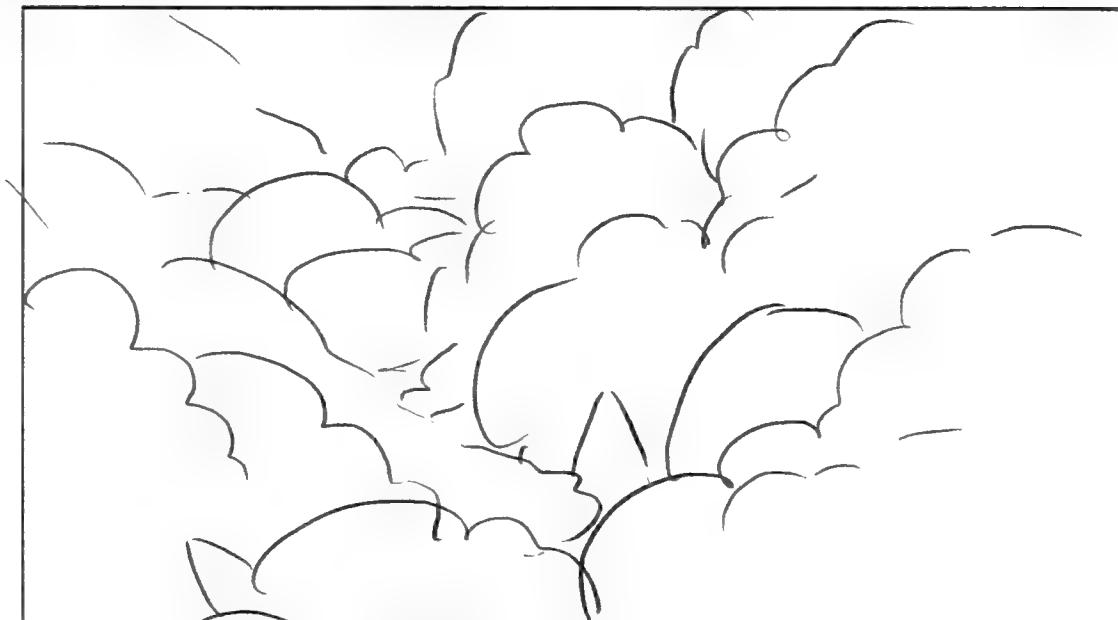


Sc. 173

Pnl. A

Bg.

day night



Dialog:

PB: BUBBLEGUM
SAVES THE DAY!!

Action:

(mostly smoke)

Timing:

EPISODE # 1042-25L

Production :

ADVENTURE TIME



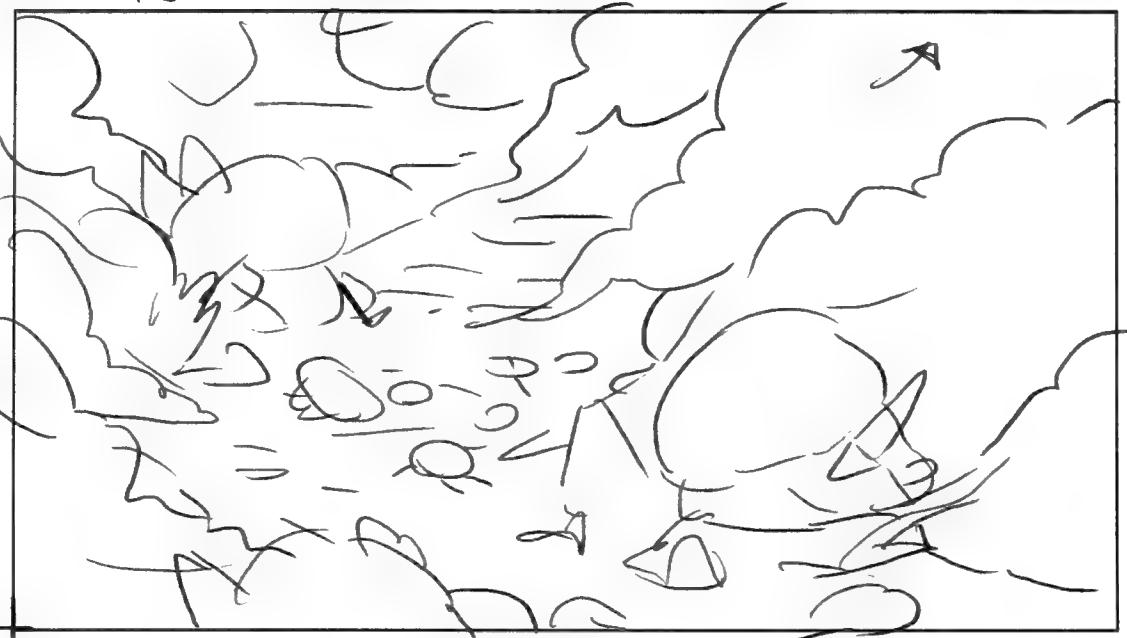
Page 279

Sc. 173

Pnl. B

Bg.

day night

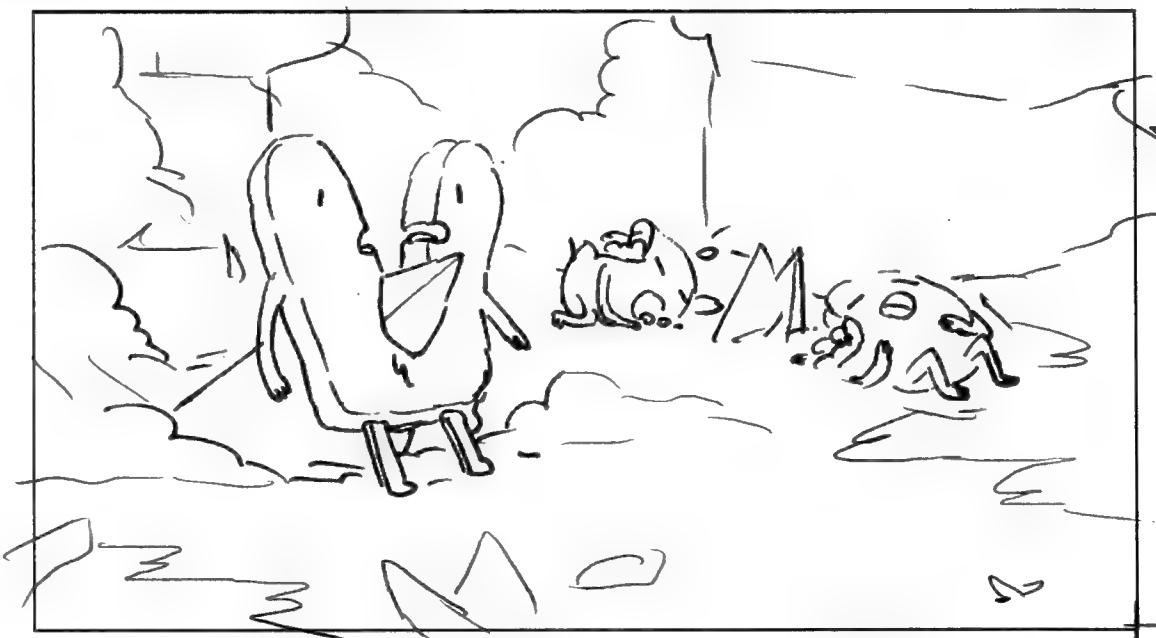


Sc. 174

Pnl. A

Bg.

day night



Dialog:

POPSICLE: SO... COLD....

Action:

- smoke clears to reveal
broken houses, street, CANDY PEOPLE

- SPLIT POPSICLE.

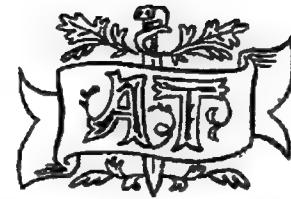
Timing:

1042-251

EPISODE #

Production :

ADVENTURE TIME



Page 280

Sc. 175

Pnl. A

Bg.

day night



Sc. 176

Pnl. A

Bg.

day night



Dialog:

SFX: * THP-THP-THP *

CANDY PEOPLE: (moANING)

Action:

- CAKE PULLS AT MISSING SLICE.

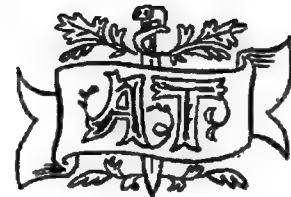
Timing:

EPISODE #

Production :

1042-256

ADVENTURE TIME



Sc. 177

Pnl. A

Bg.

day night

Sc. 177

Pnl. B

Bg.

day night

Page 281



Dialog:

PB : OH NO !

Action:

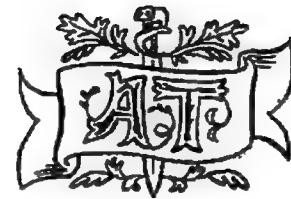
Timing:

Production :

EPISODE #

1042-256

ADVENTURE TIME



Sc. 177

Pnl. C

Bg.

day night

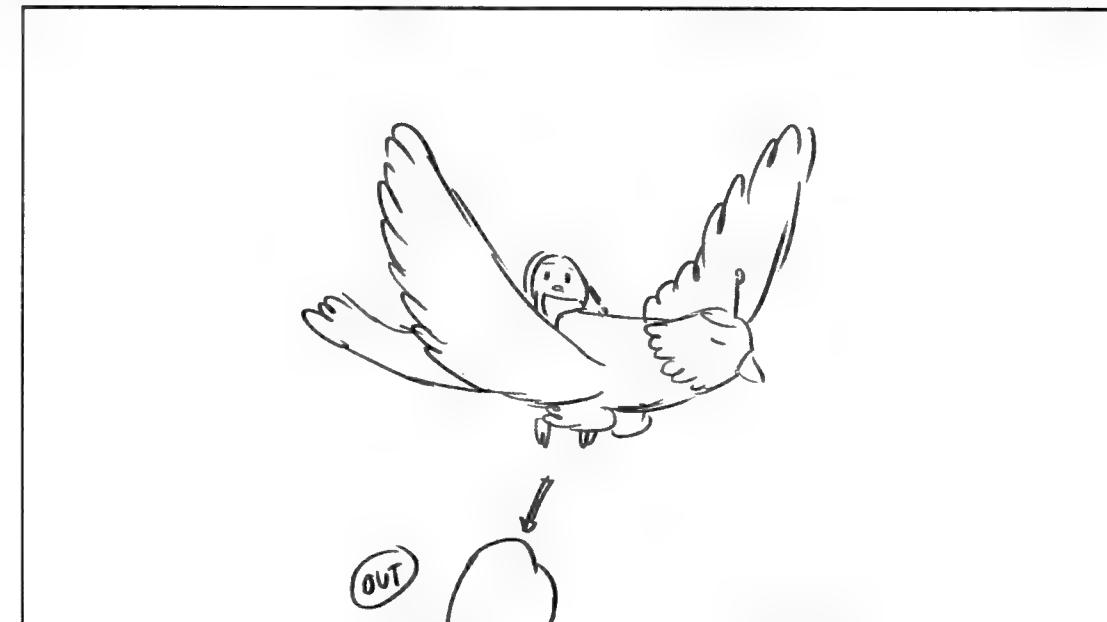
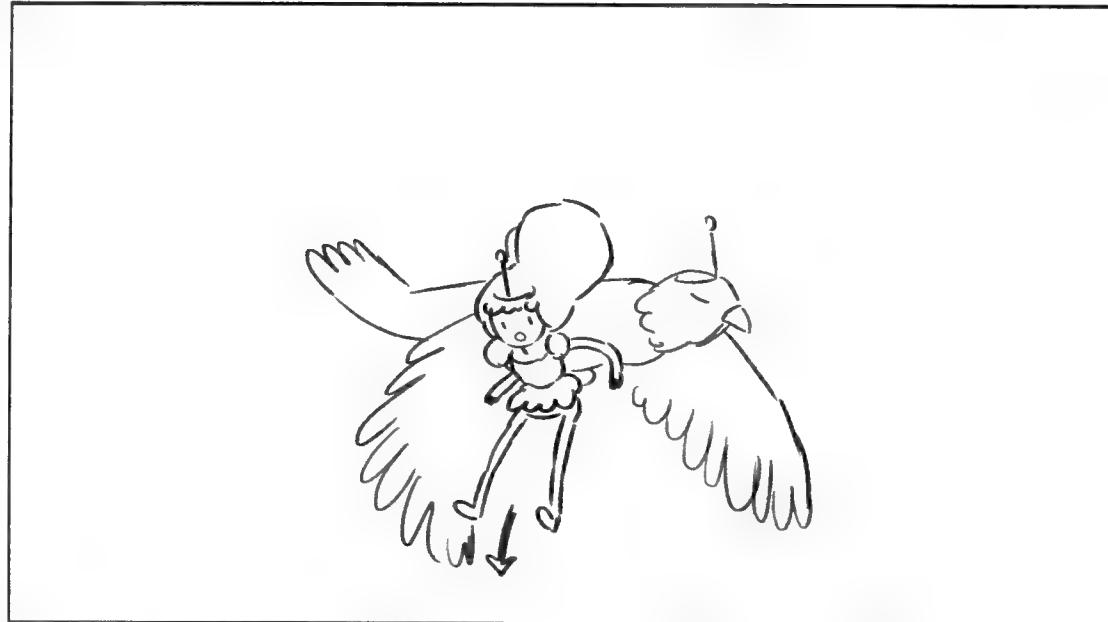
Sc. 177

Pnl. D

Bg.

day night

Page 282



Dialog:

PEP : umm... PRINCESS ?

Action:

- PB SLIDES OFF OF EAGLE AND FALLS OFF/S.

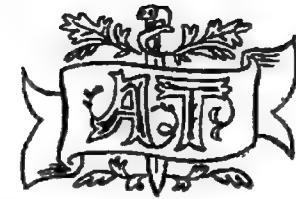
Timing:

Production :

EPISODE #

1042-256

ADVENTURE TIME



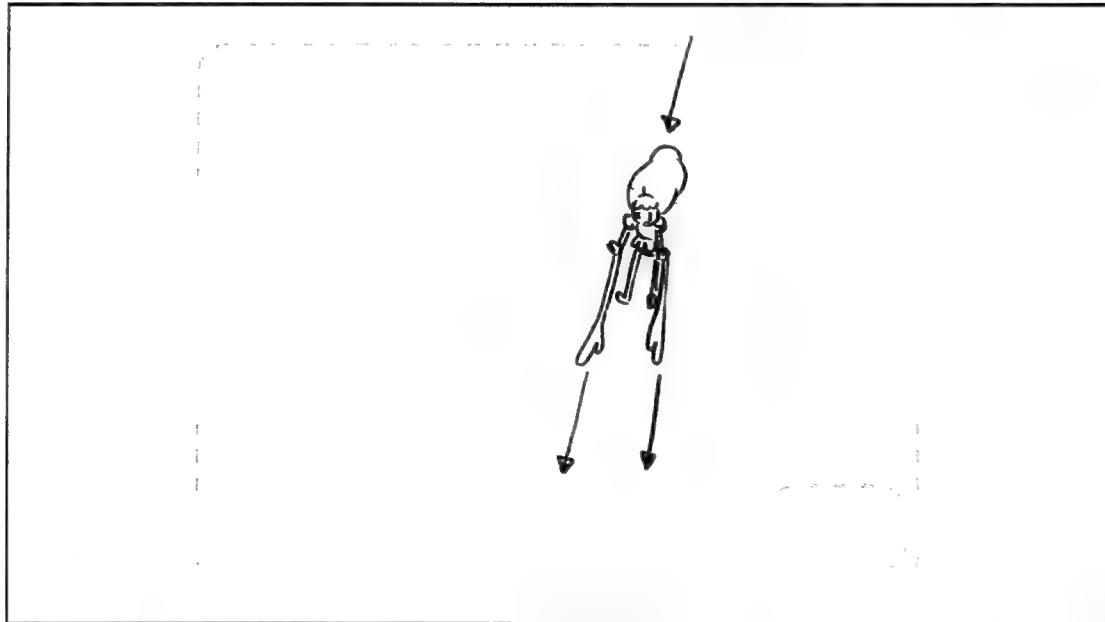
178

Pnl. A

Bg.

day night

Sc.



Dialog:

SFX: * SKSHH *

Action:

-PB SHOOTS TWO
SODA JETS

Timing:

camera
follow Soda →

(AI)

STOP

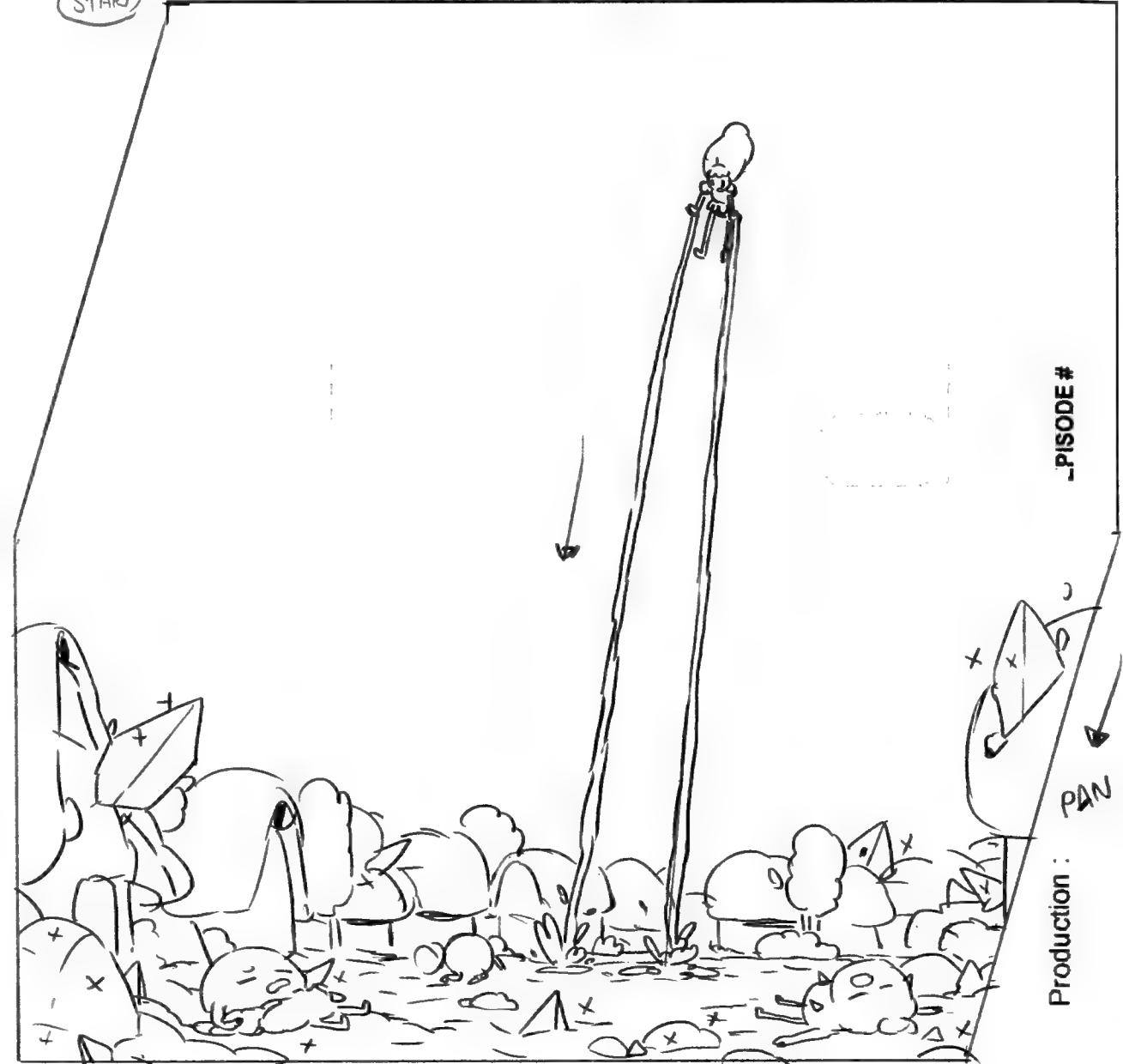
178

Pnl. B

Bg.

day night

Sc.



Page

283

EPISODE #

1U42-256

Production :

ADVENTURE TIME



Page 284

Sc. 178

Pnl. C

Bg.

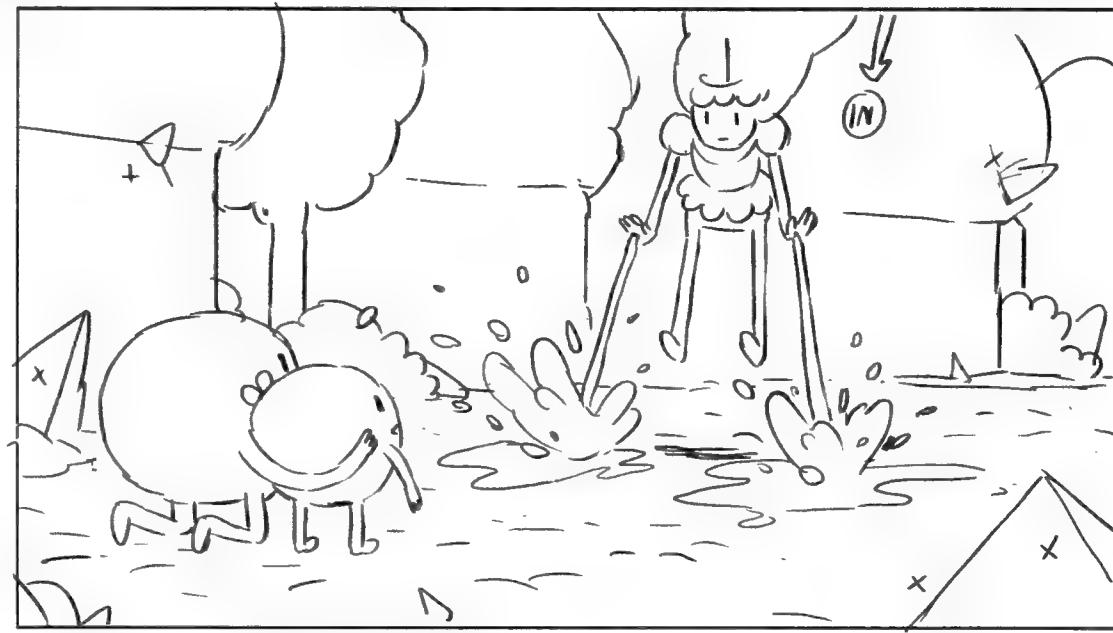
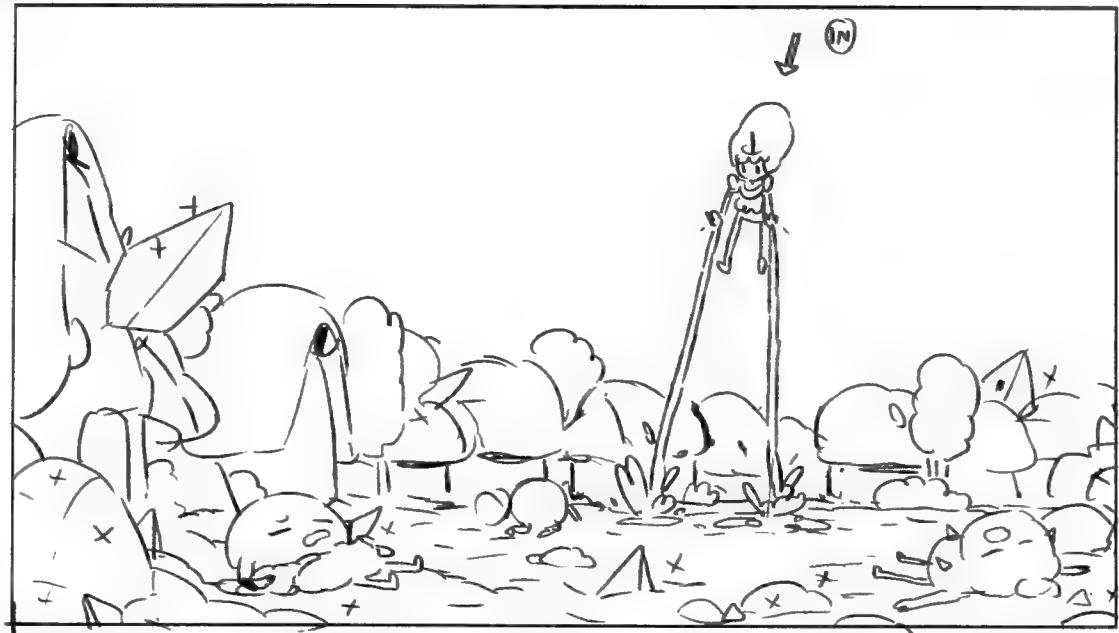
day night

Sc. 179

Pnl. A

Bg.

day night



Dialog:

Action:

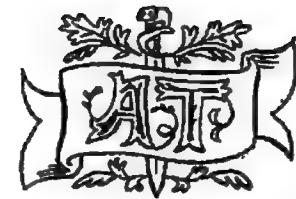
- JETS SLOW PB'S DESCENT
AS SHE COMES ON/S.

Timing:

EPISODE # 1042-256

Production :

ADVENTURE TIME



NO
P.286

Sc. 179

Pnl. B

Bg.

day night

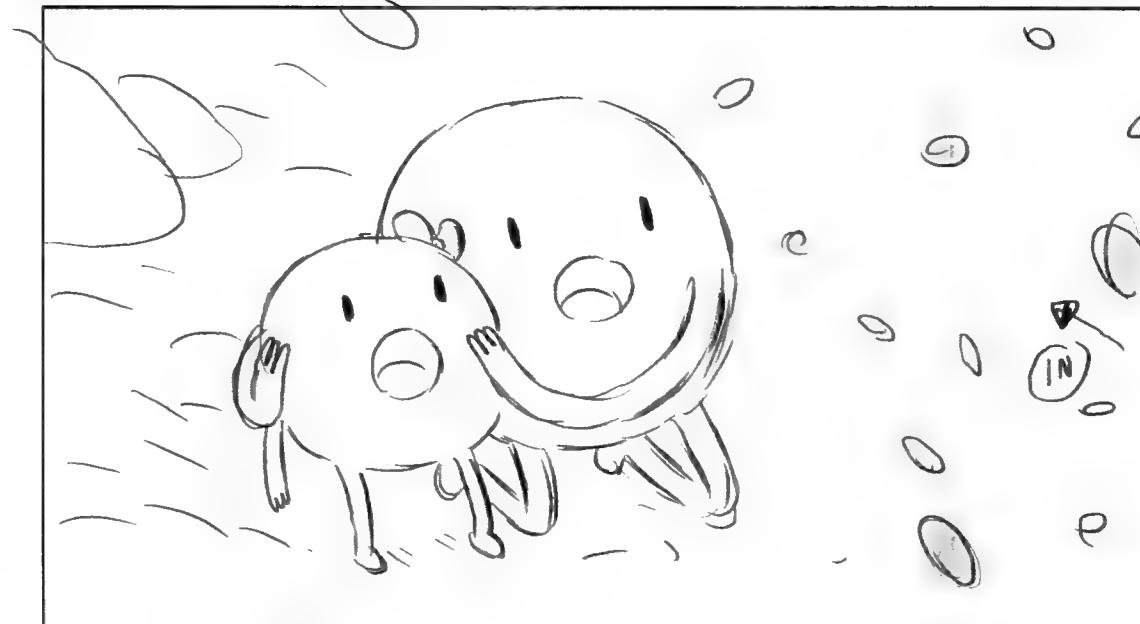
Sc. 180

Pnl. A

Bg.

day night

Page 285



Dialog:

SFX: + SKSHH! *

CANDY
PEOPLE/
CANDY KID#1

AAAHH!!

Action:

- PB LANDS
- CANDY PEOPLE LOOK AT SODA JETS.

Timing:

1042-25L

EPISODE #

Production :

ADVENTURE TIME



NO
Sc. 181

NO
P. 286

Sc. 180

Pnl. B

Bg.

day night

Sc. 182

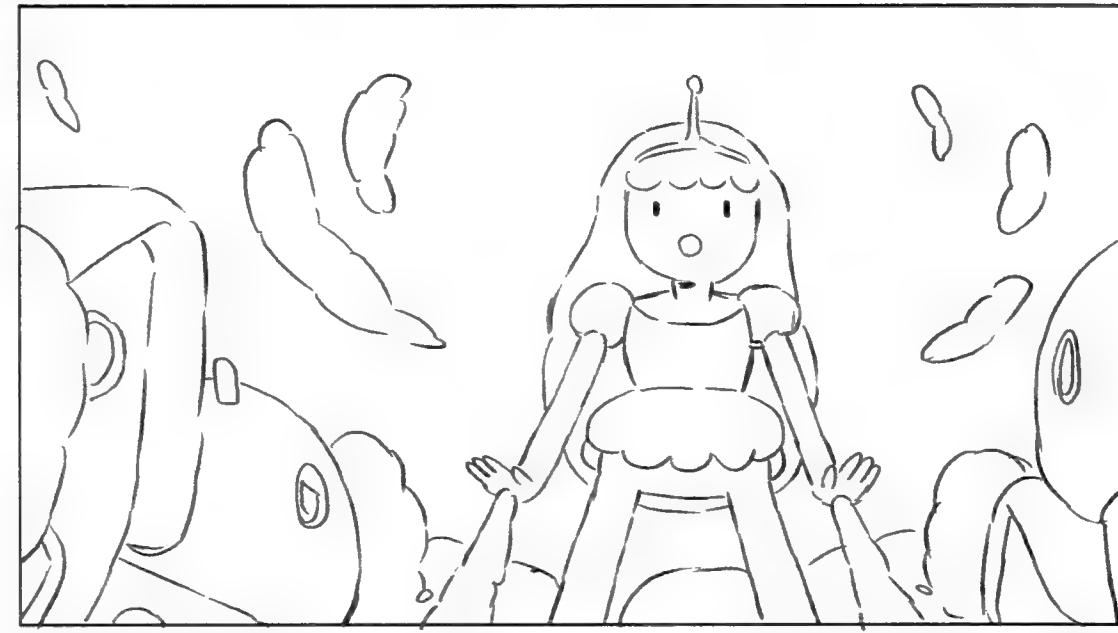
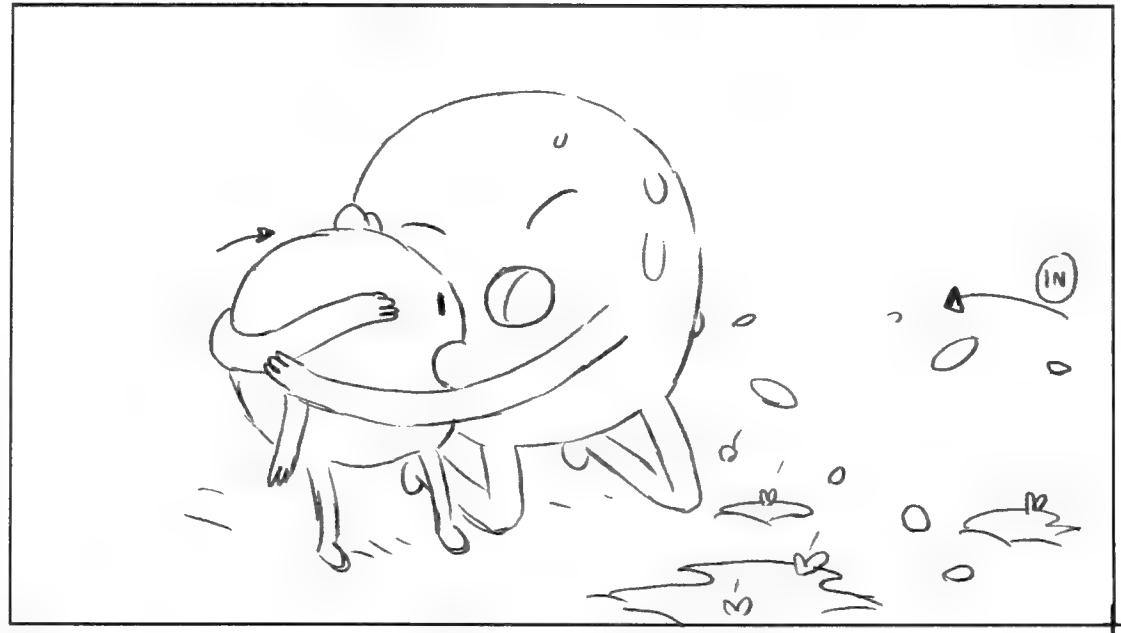
Pnl. A

Bg.

day night

Page

287



Dialog:

CANDY KID #1: NO MORE BOOM!

PB: IT'S JUST SODA...

Action:

Timing:

EPISODE #

Production :

1042-256

ADVENTURE TIME



288
Page

Sc. 183

Pnl. A

Bg.

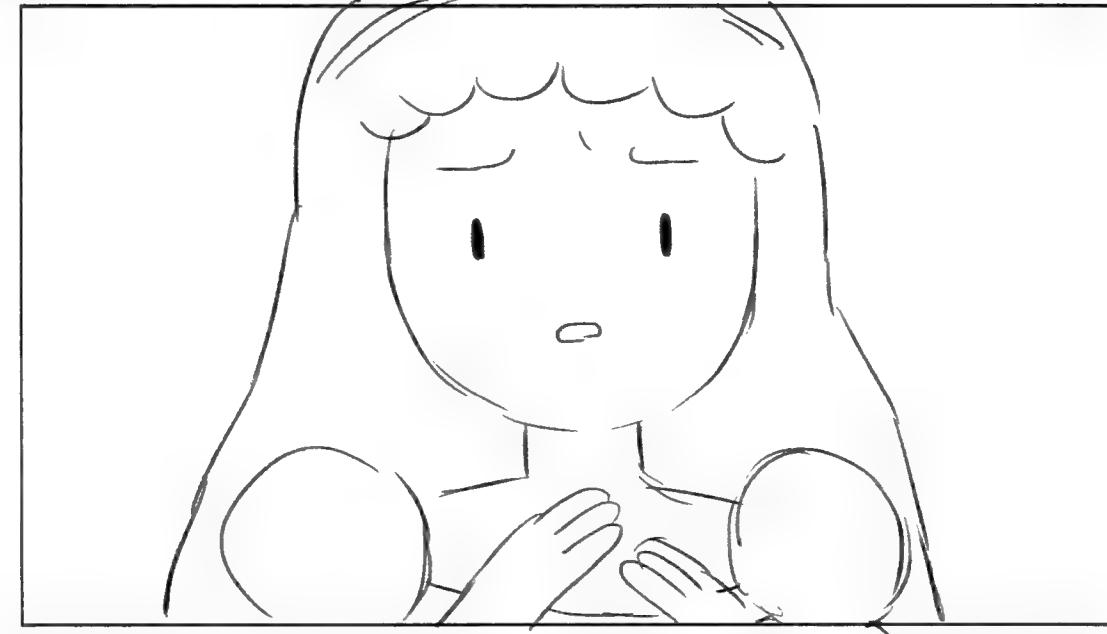
day night

Sc. 183

Pnl. B

Bg.

day night

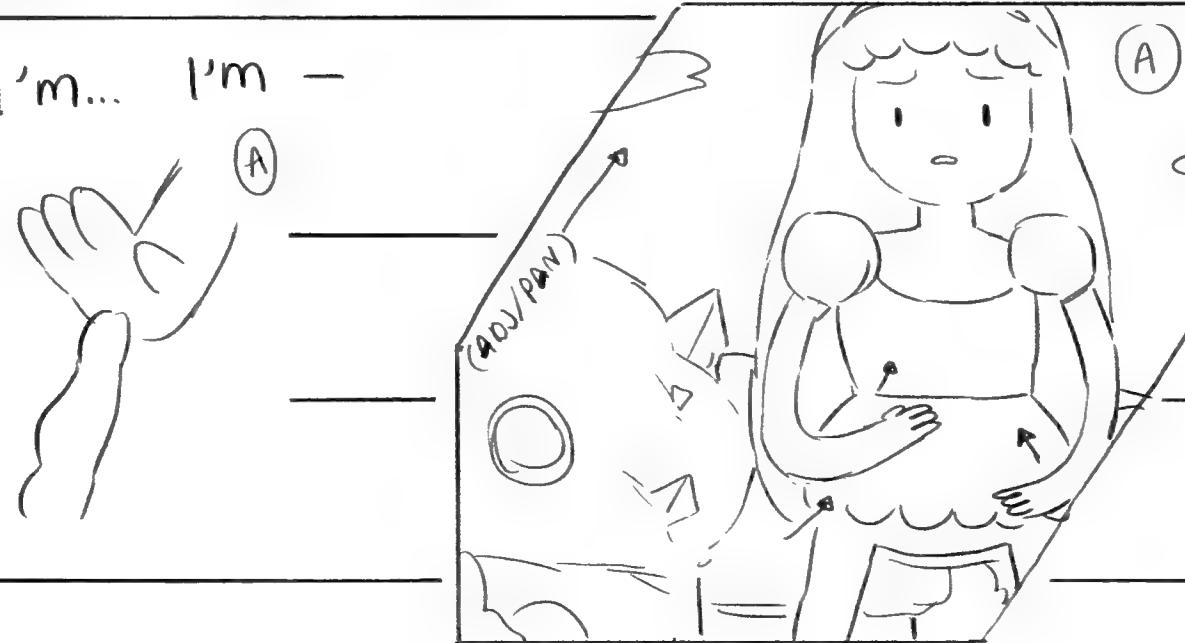


Dialog:

PB: I'm... I'm -

Action:
- SODA
DISSIPATES.

Timing:



PB: - SORRY.

- PAN UP TO PB'S FACE.

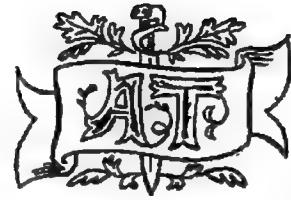
Production :

EPISODE #

1042-256

288

ADVENTURE TIME



Sc. 184

Pnl. A

Bg.

day night

Sc. 185

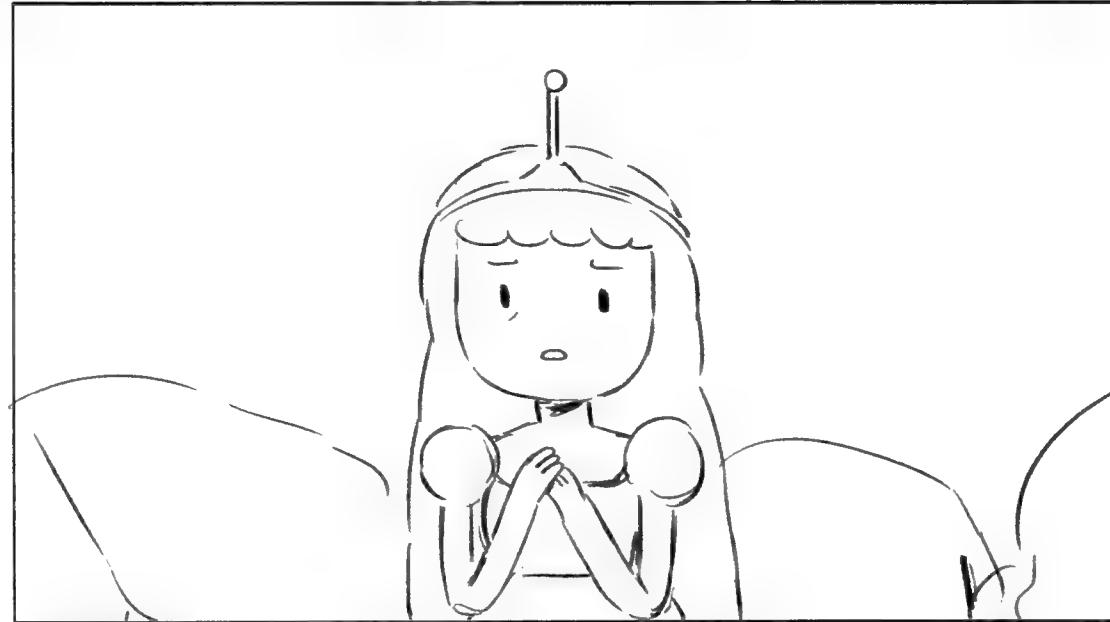
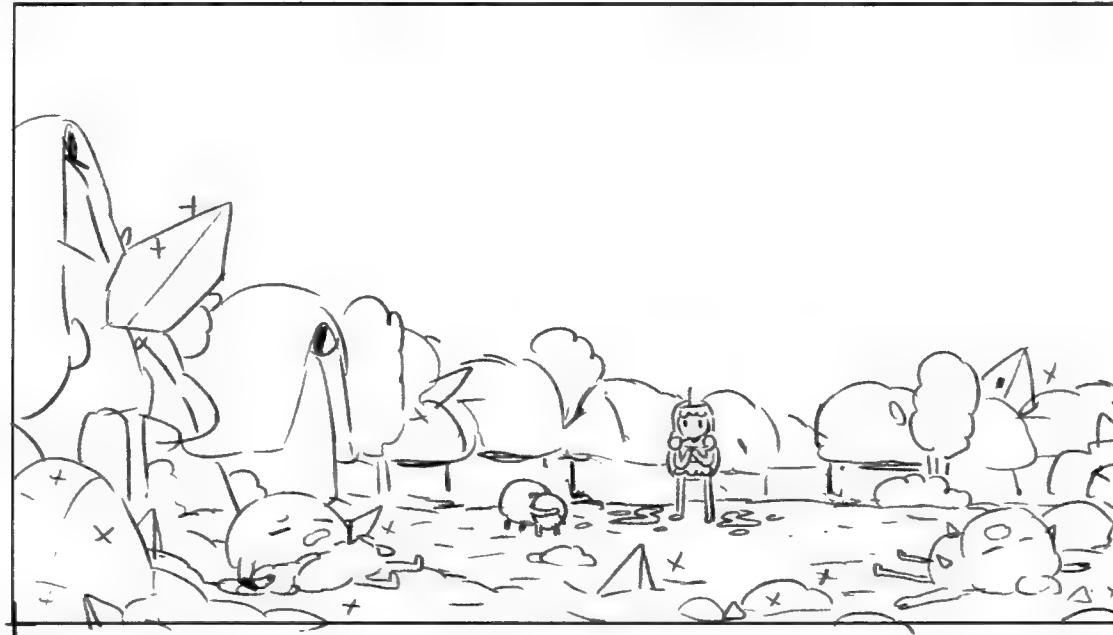
Pnl. A

Bg.

day night

Page

289



Dialog:

CANDY PEOPLE : [QUIET GROANING]

Action:

Timing:

Production :

EPISODE #

1042-256

ADVENTURE TIME



day night

Sc.

186

Pnl. B

Bg.



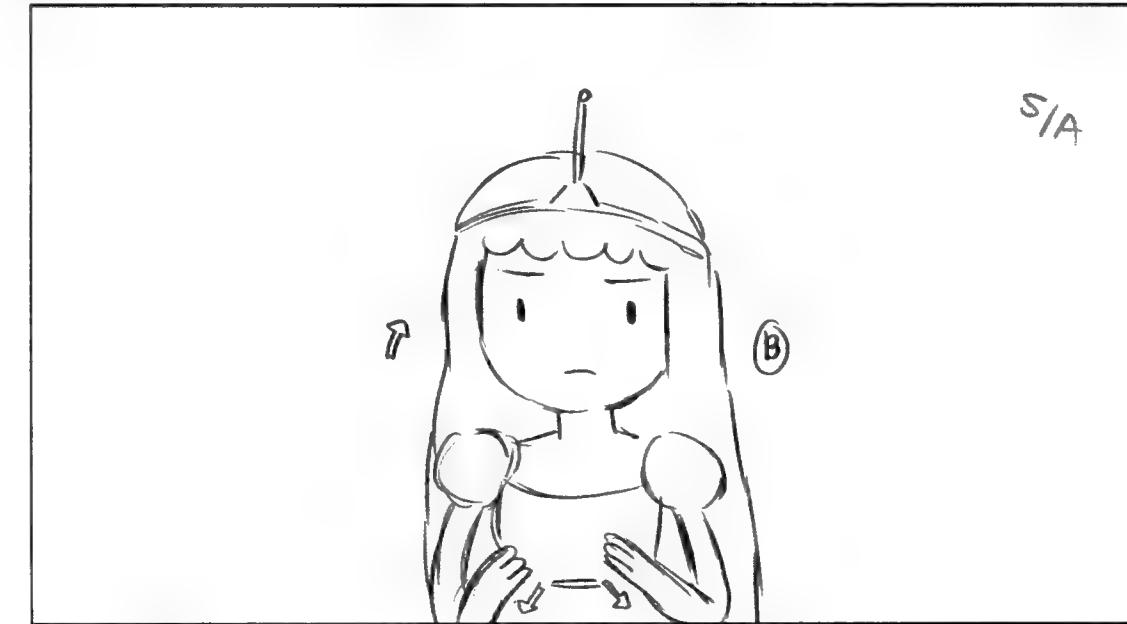
Sc.

186

Pnl. C

Bg.

day night



Dialog:

Action:

- PB SNAPS OUT OF TRANCE.

Timing:

Production :

ADVENTURE TIME



Sc. 186

Pnl. D

Bg.

day night

Sc. 186

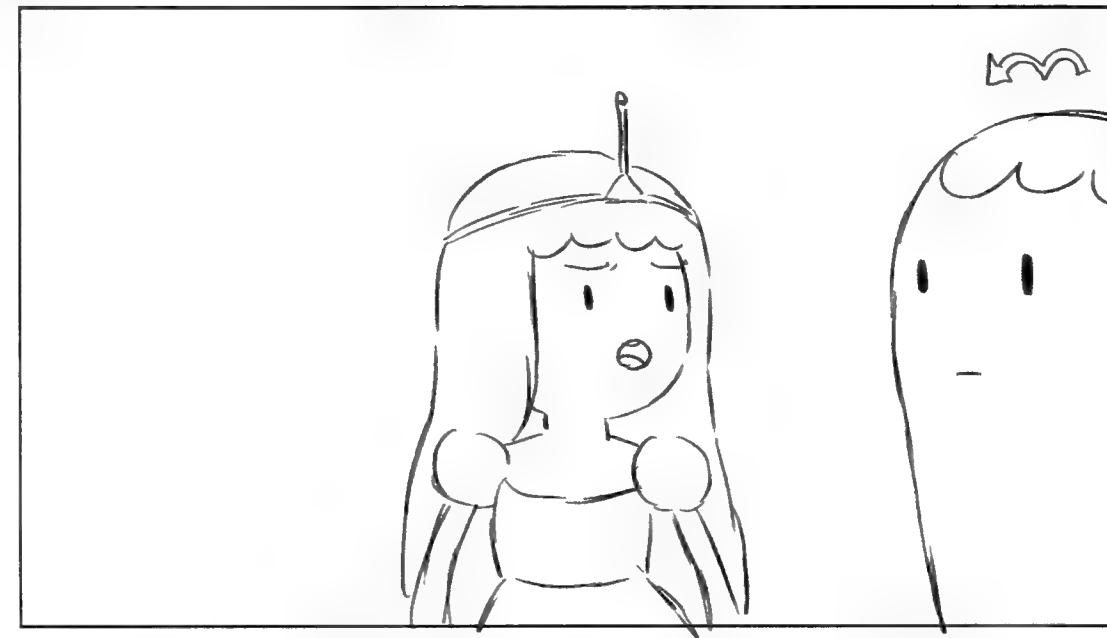
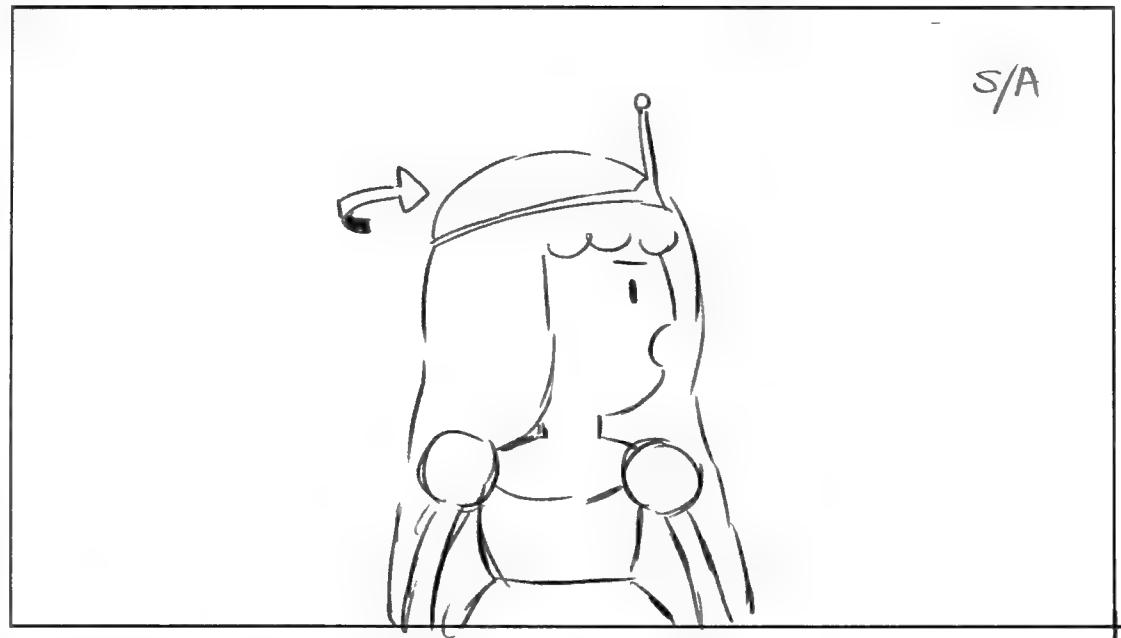
Pnl. E

Bg.

day night

291

Page



Dialog:	<p><u>PB:</u> BANANA GUARDS! GET THE WOUNDED --</p> <p><u>PB:</u> --TO THE INFIRARY</p>
Action:	<p>-B.GUARD HUSTLES ON/S.</p>
Timing:	

Production :

EPISODE #

1042-256

ADVENTURE TIME



Page 292

Sc. 186

Pnl. F

Bg.

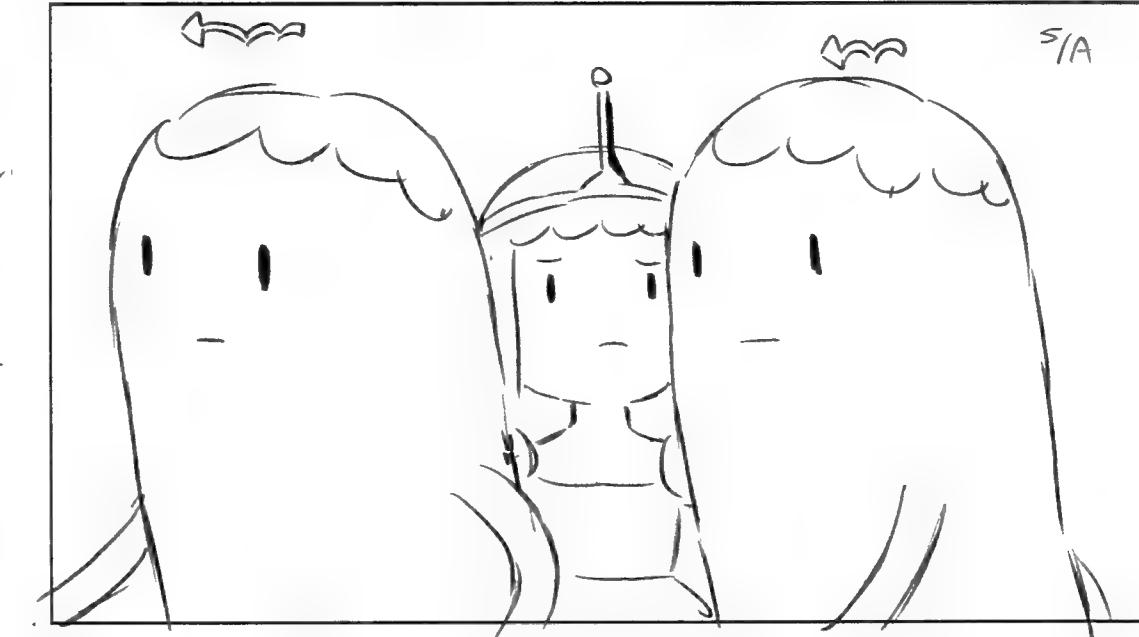
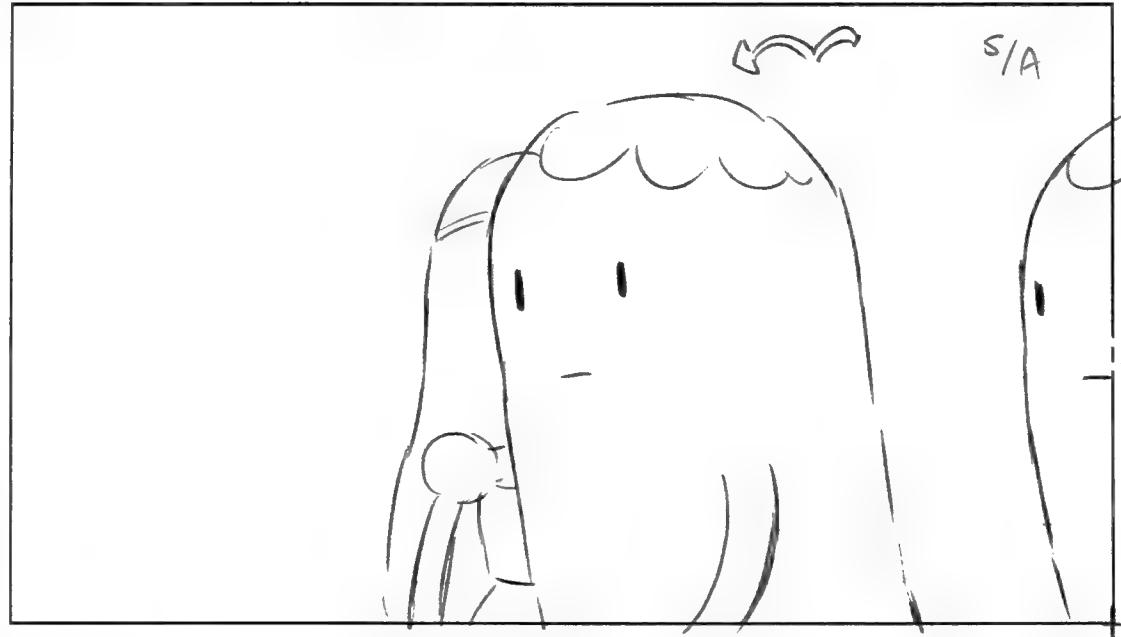
day night

Sc. 186

Pnl. G

Bg.

day night



Dialog:

Action:

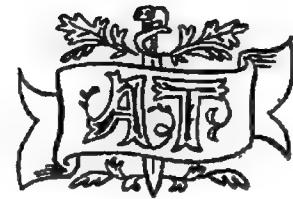
- B.GUARDS RUN ACROSS SCREEN.

Timing:

Production :

EPISODE # 1042-256

ADVENTURE TIME



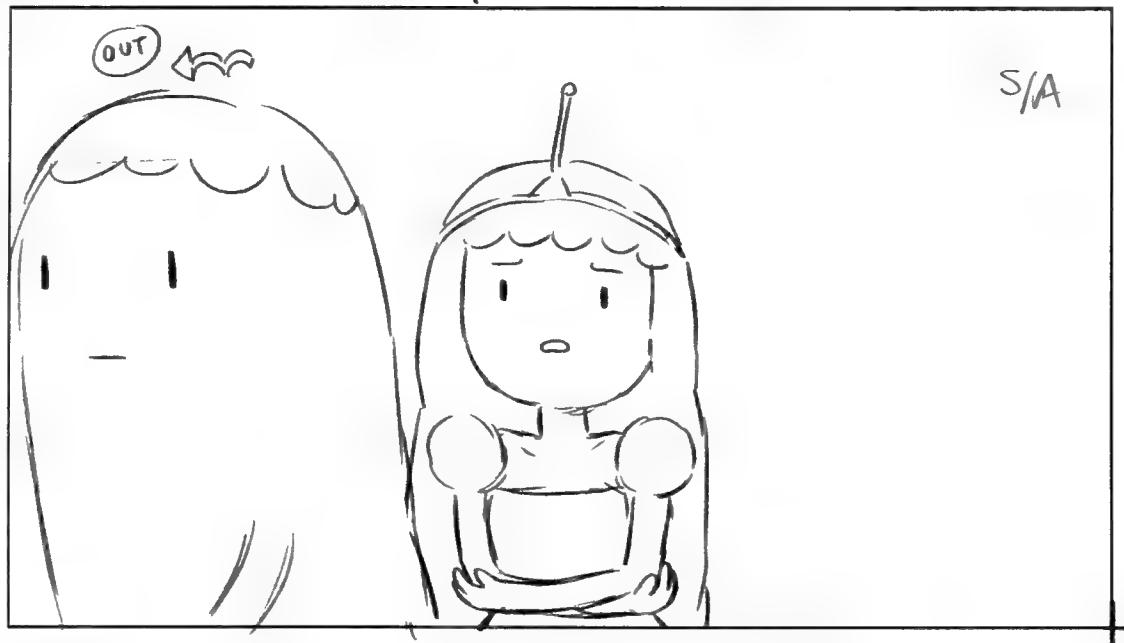
Page 293

Sc. 186

Pnl. H

Bg.

day night

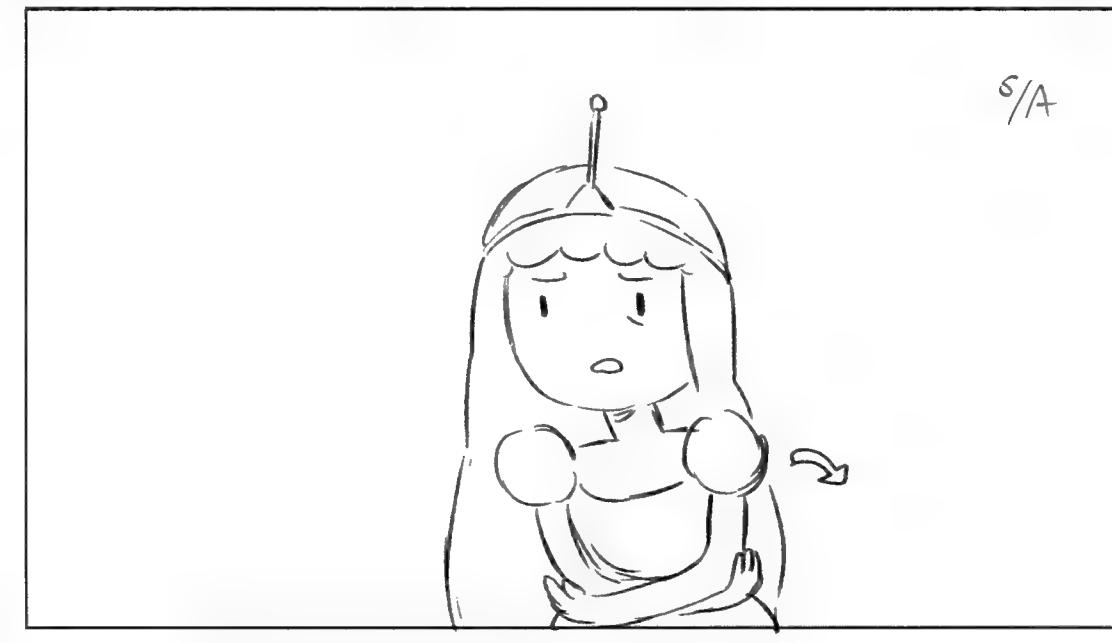


Sc. 186

Pnl. I

Bg.

day night



Dialog:

PB: I'LL... BE IN MY... QUARTERS.

PB: IF, UH --

Action:

-BGUARD RUNS OFF/S.

-PB takes a step back

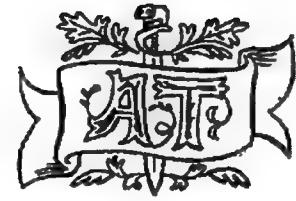
Timing:

EPISODE #

Production :

1042-256

ADVENTURE TIME



Sc. 186

Pnl. J

Bg.

day night

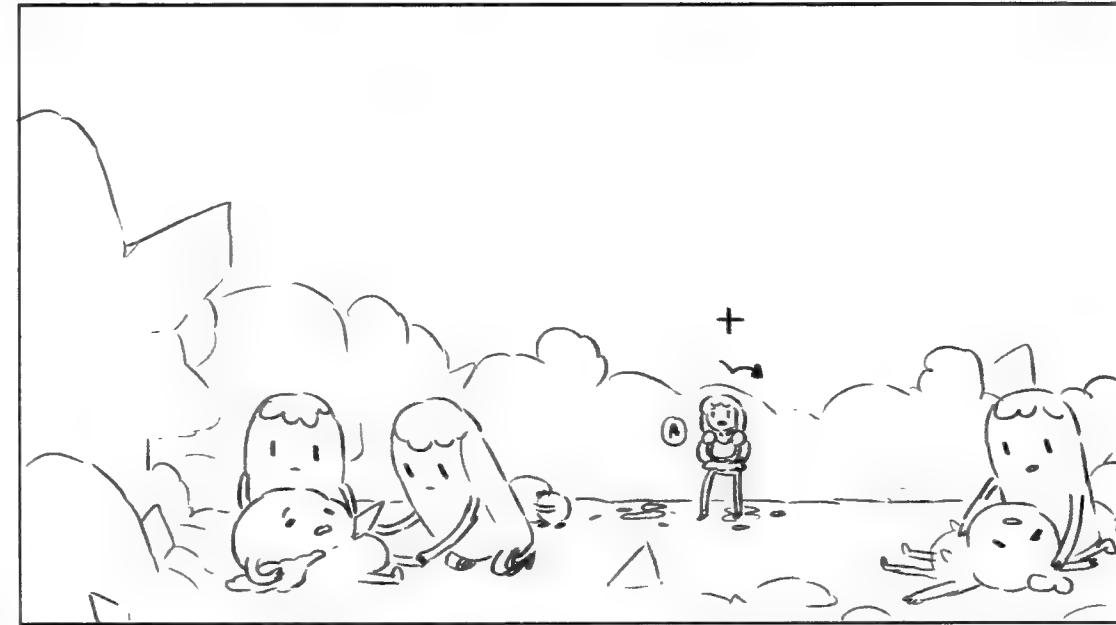
Sc. 187

Pnl. A

Bg.

day night

Page 294



Dialog:

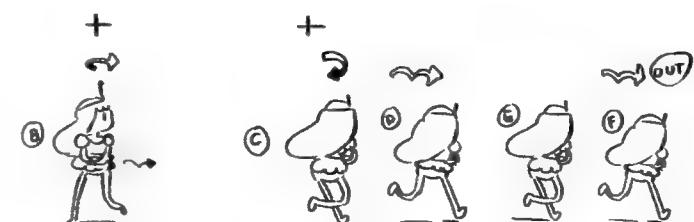
PB: IF ANYONE ... --

PB: -- NEEDS ME.

CANDY PEOPLE (MOANING)

Action:

- PB TURNS
AND RUNS OFF/S.



Timing:

ADVENTURE TIME

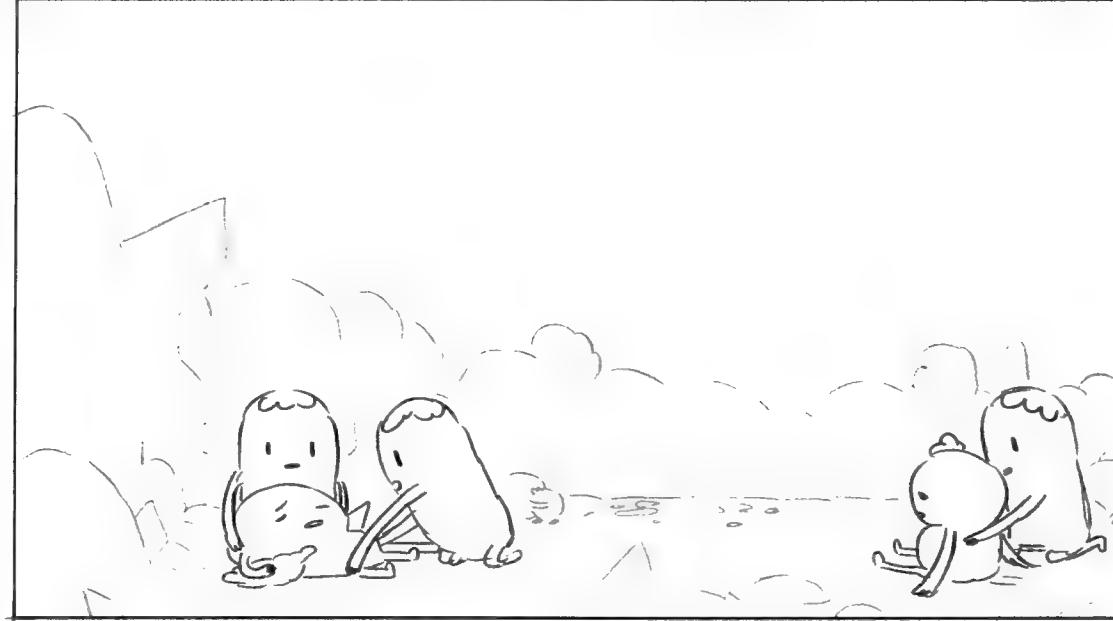


Sc. 187

Pnl. B

Bg.

day night



Sc. 187

Pnl. C

Bg.

day night



Page 295

1042-256

EPISODE #

Production :

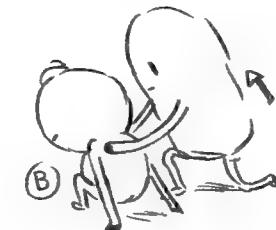
Dialog:

BG#2 OK, HANG ON NOW.

WOUNDED CANDY H1: (B) [GASP]

Action:

- WC#1 SEES SPILLED FILLING.



Timing:

ADVENTURE TIME

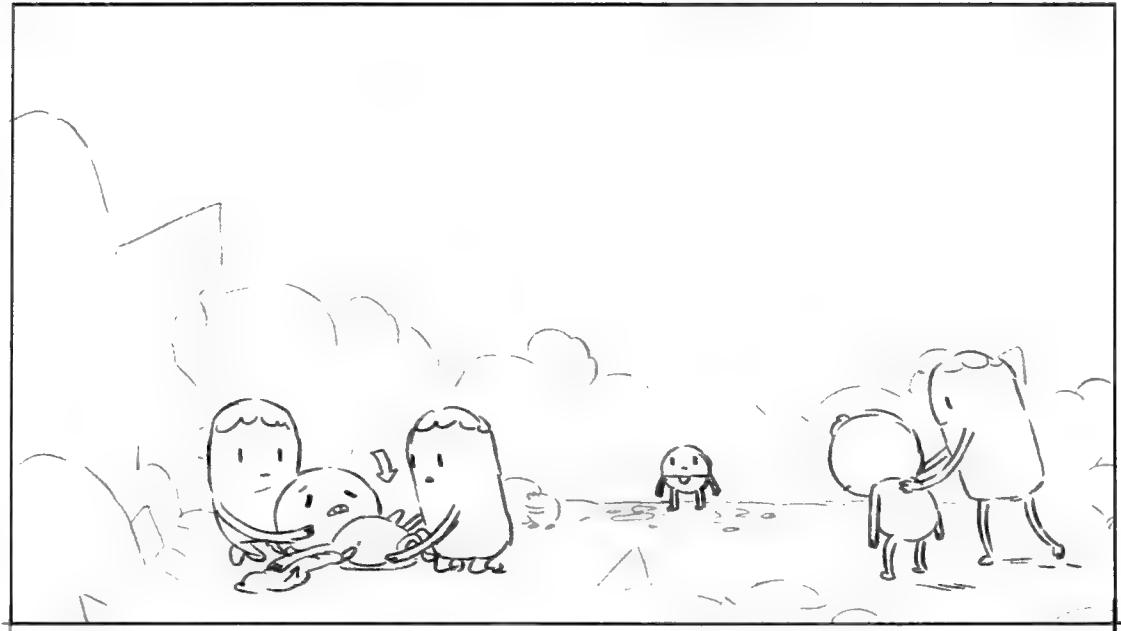


Sc. 187

Pnl. D

Bg.

day night

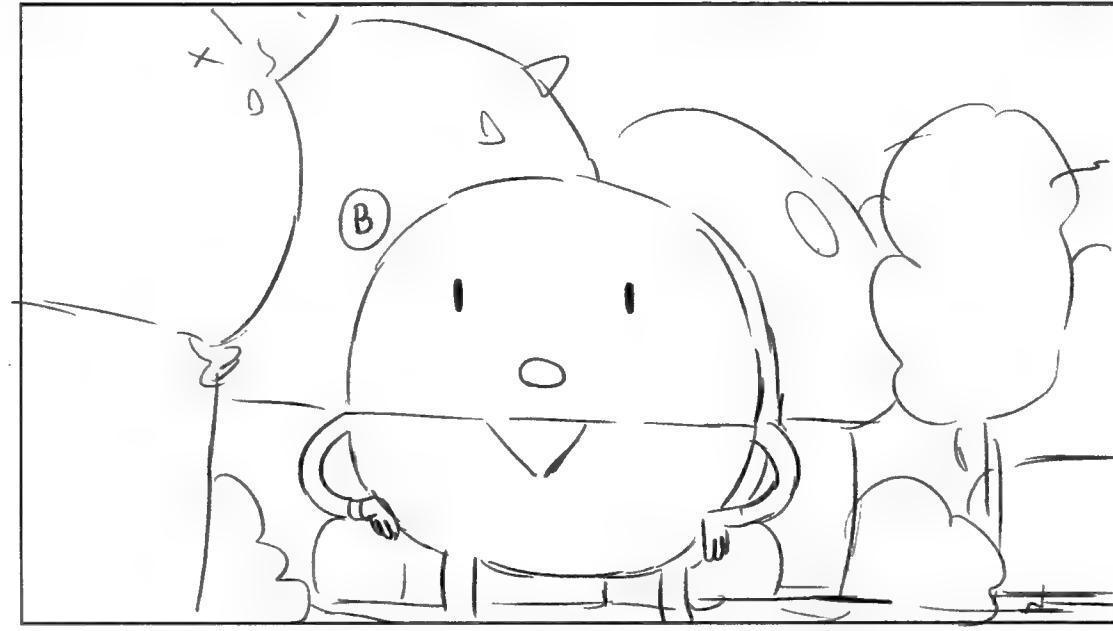


Sc. 188

Pnl. A

Bg.

day night



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Page _____

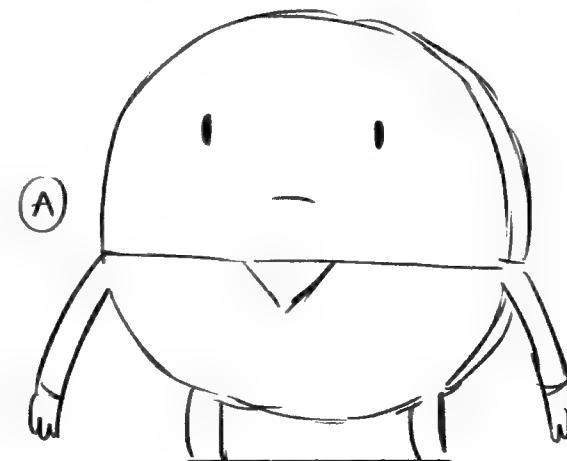
Dialog:

PEP: OH MY GOODNESS.

Action:

-WC #1 TRIES TO PUT FILLING BACK IN.

Timing:



Production :

1042-256

EPISODE #

ADVENTURE TIME



Sc. 189

Pnl. A

Bg.

day night

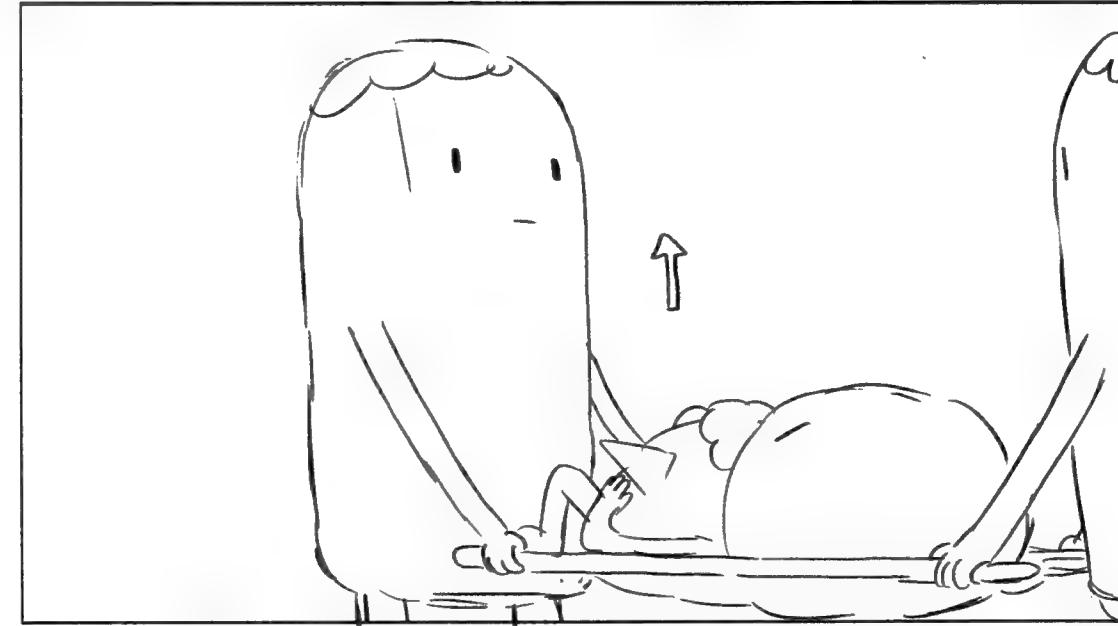


Sc. 189

Pnl. B

Bg.

day night



Page 297

Dialog:

Action:

(bg blurry?)

- B.GUARDS LIFT UP STRETCHER.

Timing:

Production :

EPISODE #

1042-256

ADVENTURE TIME



298

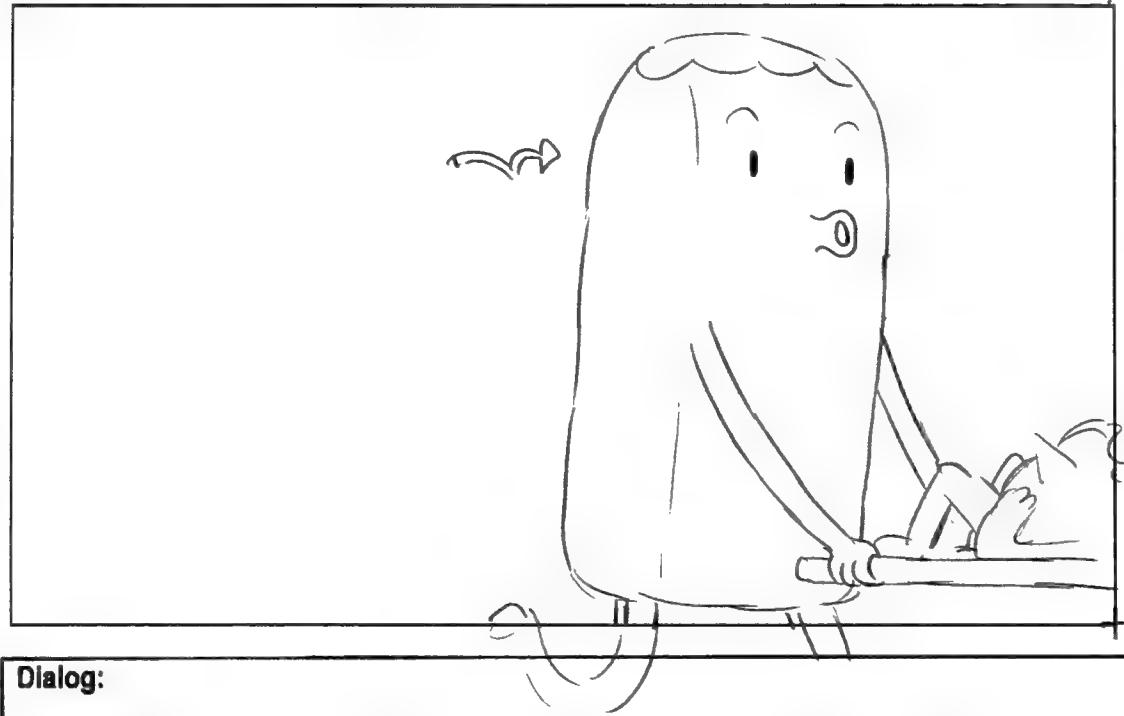
Page

Sc. 189

Pnl. C

Bg.

day night

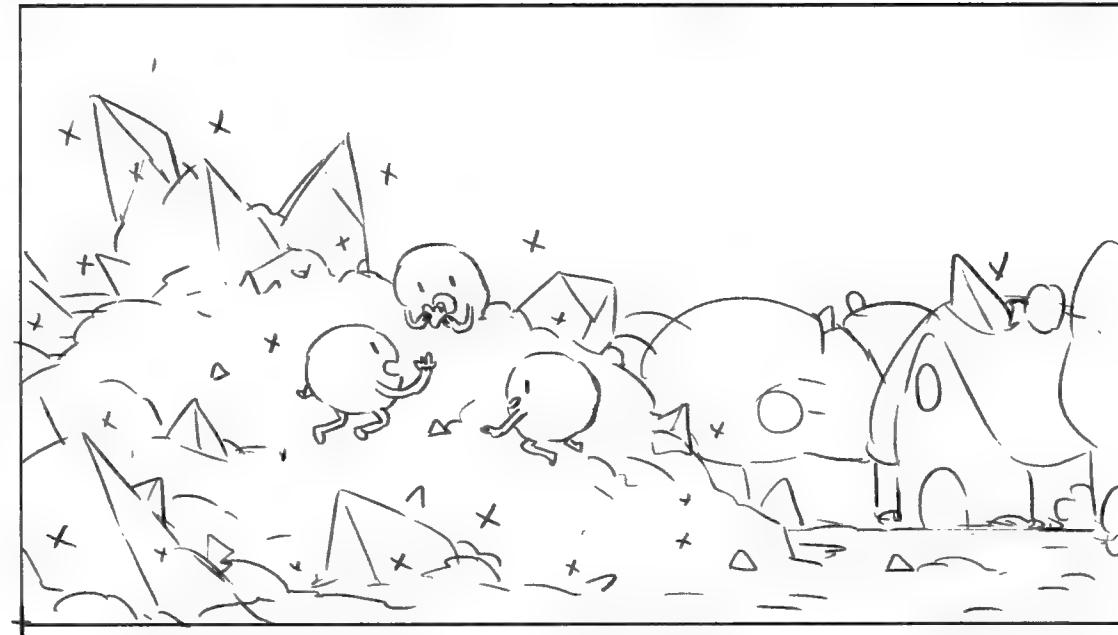


Sc. 189

Pnl. D

Bg.

day night



Dialog:

BG #1 : WEE-OO-WEE-OO-WEE-OO

Action:

- B.GUARDS RUN OFF /S.

- BG SHARPENS INTO FOCUS.

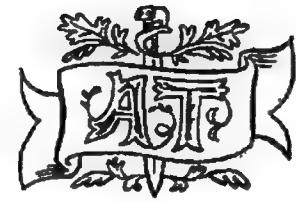
Timing:

Production :

EPISODE #

1042-25L

ADVENTURE TIME



Page 299

Sc. 190

Pnl. A

Bg.

day night

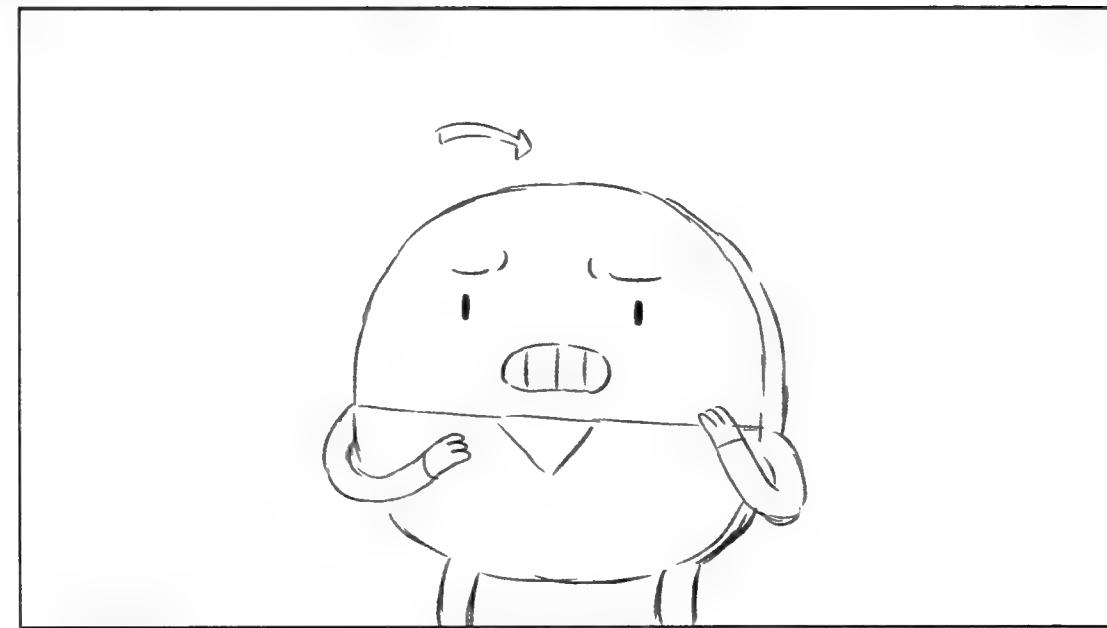


Sc. 191

Pnl. A

Bg.

day night



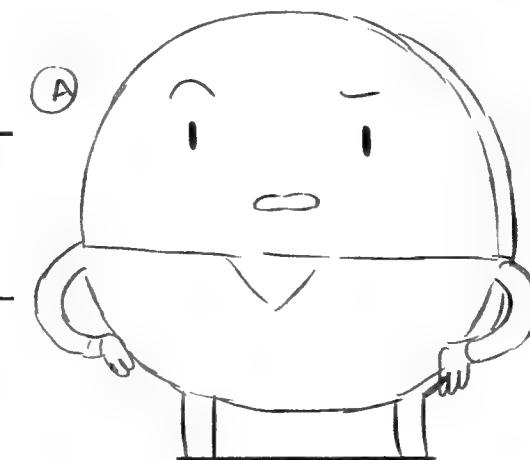
Dialog:

CANDY KID#1 (LAUGHING w. DEEP SLO-MO VOICE)

PEP: YEE!

Action:

(Slow-motion)



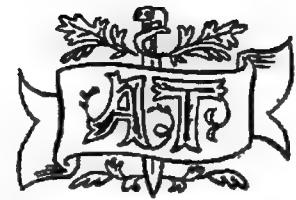
Timing:

Production :

EPISODE #

1042-256

ADVENTURE TIME

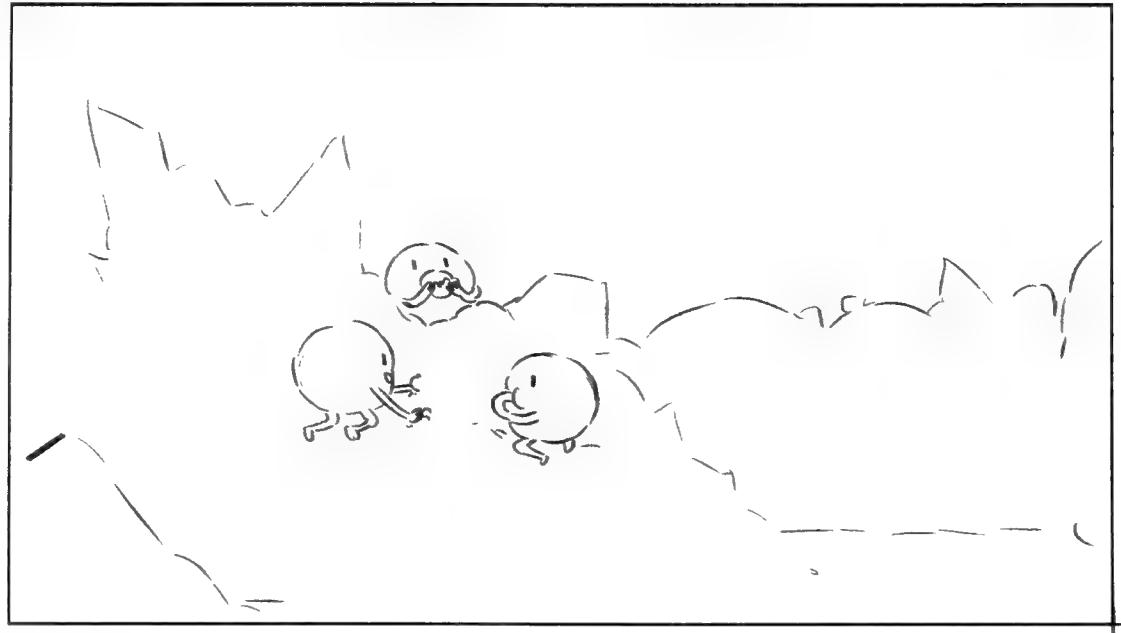


Sc. 192

Pnl. A

Bg.

day night



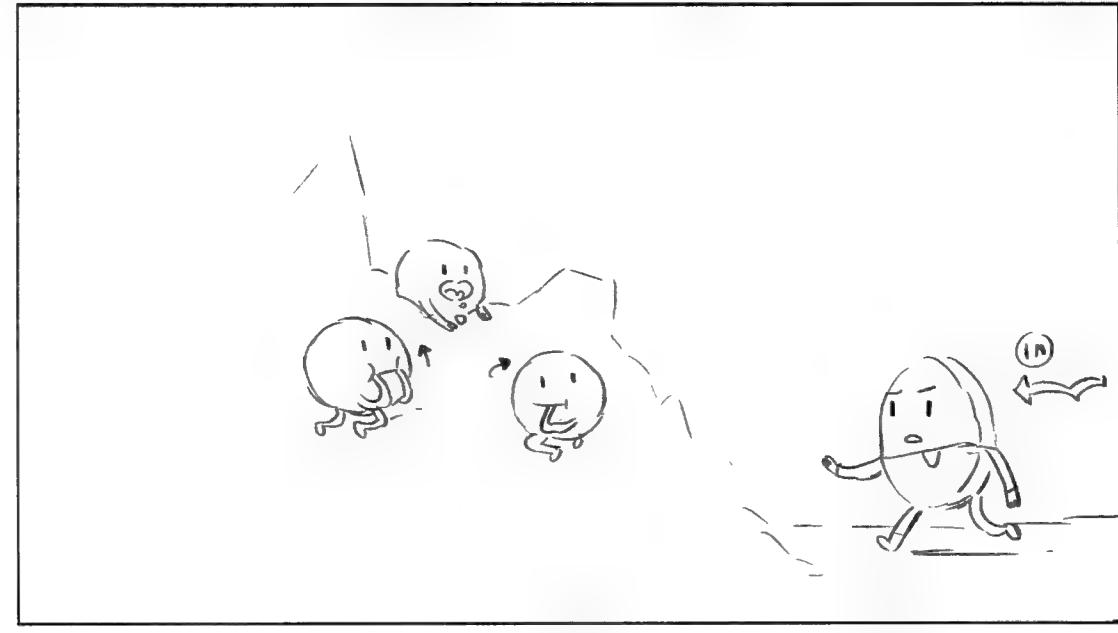
192

Sc.

Pnl. B

Bg.

day night



300
Page

1042-25L

EPISODE #

Production :

Dialog:

PEP: STOP THAT NOW!

Action:

- PEP BUT RUNS ON/S.

Timing:

ADVENTURE TIME



Page 301

Sc. 193

Pnl. A

Bg.

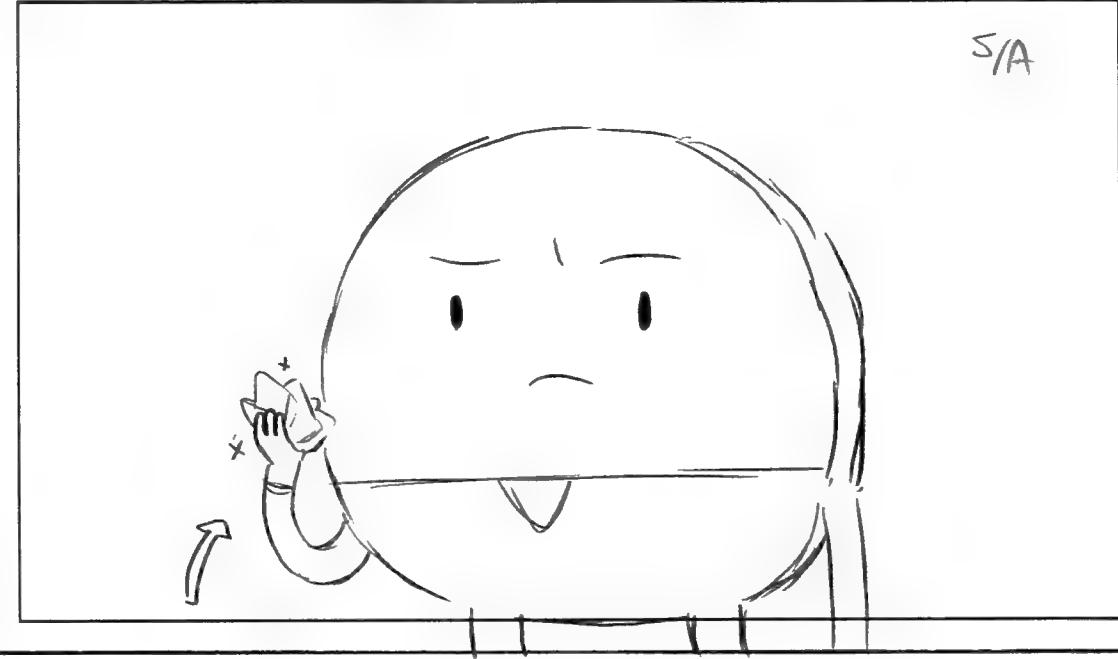
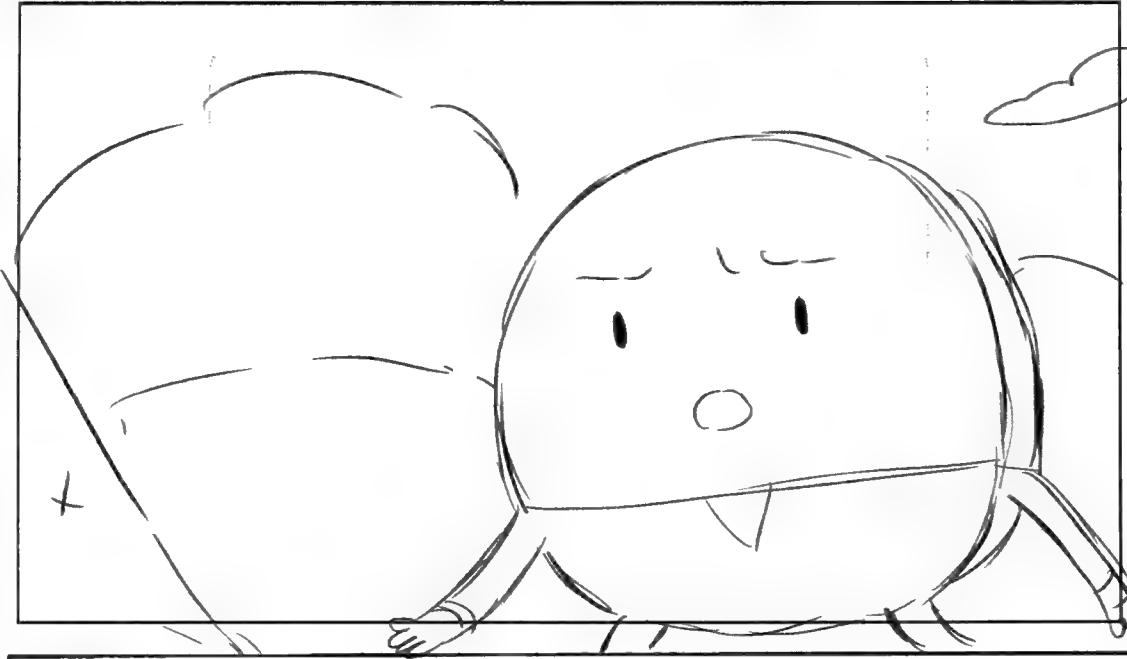
day night

193

Pnl. B

Bg.

day night



Dialog:

PEP: THAT STUFF WILL GRIND
YOUR GUTS!

Action:

- PEP BUT PICKS UP A HANDFUL
of FT FRAGMENTS.

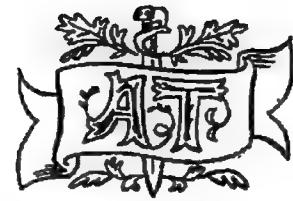
Timing:

1042-25L

EPISODE #

Production :

ADVENTURE TIME



Page 302

Sc. 193

Pnl. C

Bg.

day night

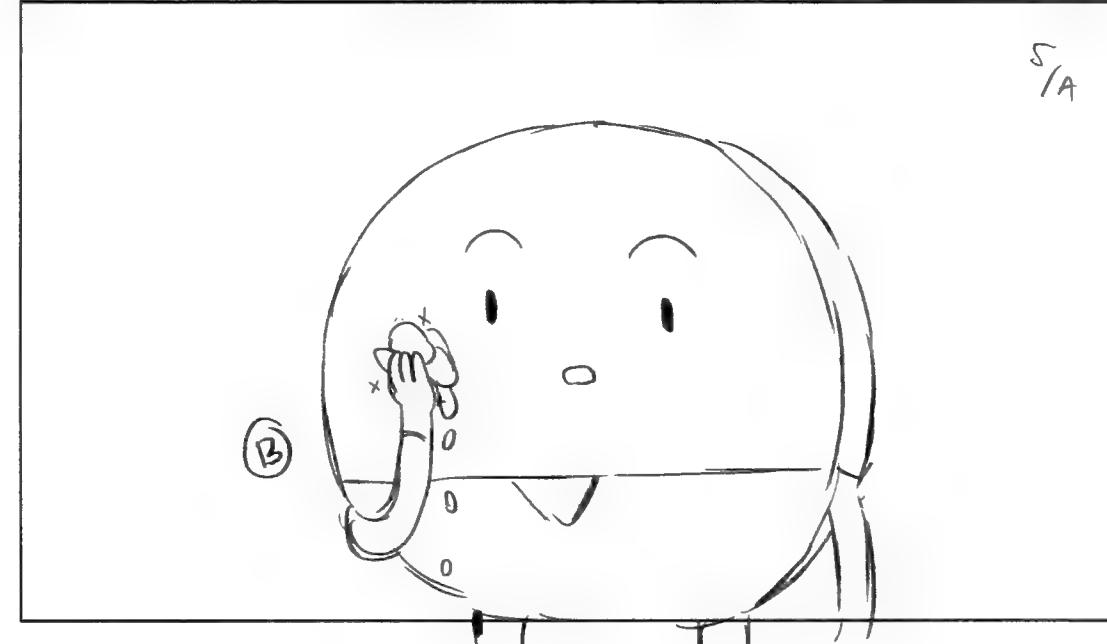


Sc. 193

Pnl. D

Bg.

day night



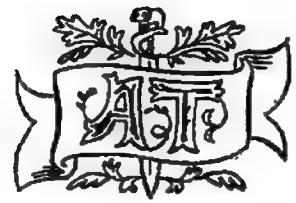
Dialog:

PEP : HUH?

Action:

Timing:

ADVENTURE TIME



Page 303

Sc. 193

Pnl. E

Bg.

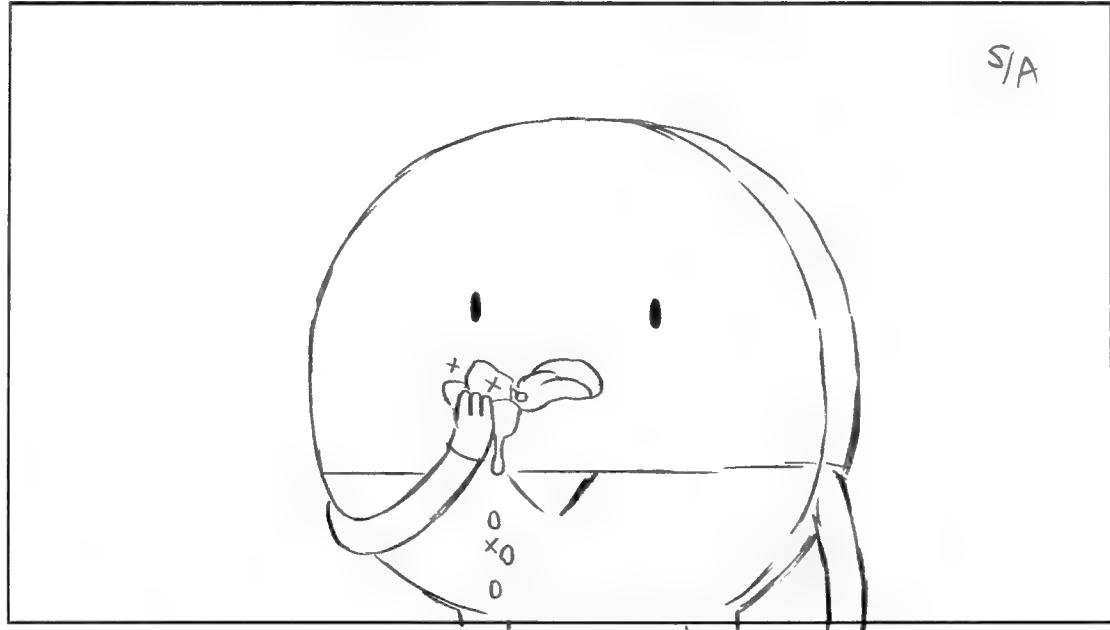
day night

Sc. 193

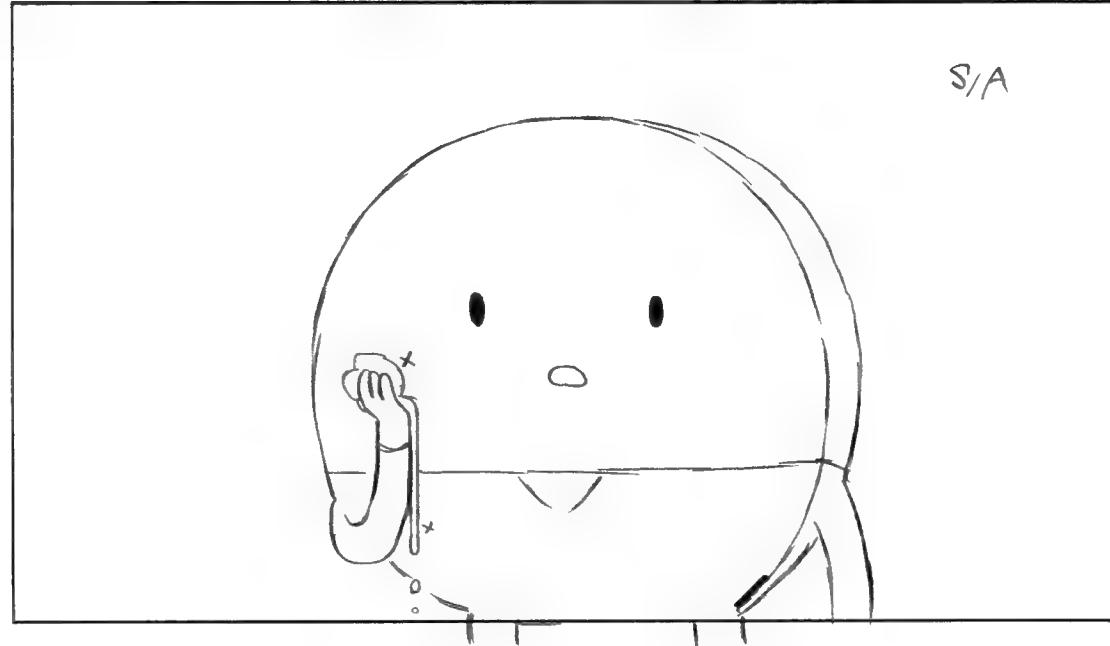
Pnl. F

Bg.

day night



S/A



S/A

Dialog:

PEP: IT'S JUST SNOW...

Action:

- PEP BUT LICKS FRAGMENTS.

Timing:

1042-25L

EPISODE #

Production :

ADVENTURE TIME



304

Page _____

Sc. 194

Pnl. A

Bg.

day night

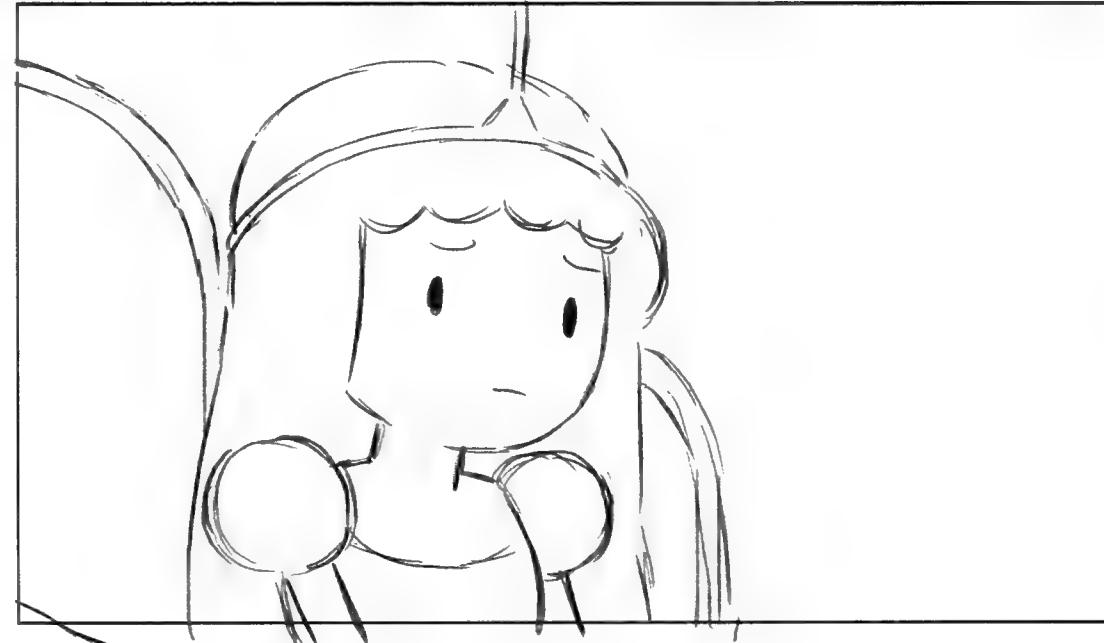


Sc. 195

Pnl. A

Bg.

day night



Dialog:

Action:

- PB'S BEDROOM INT.
- PB SITS ON BED.

Timing:

EPISODE # 1042-25L

Production :

ADVENTURE TIME



Sc. 195

Pnl. B

Bg.

day night

196

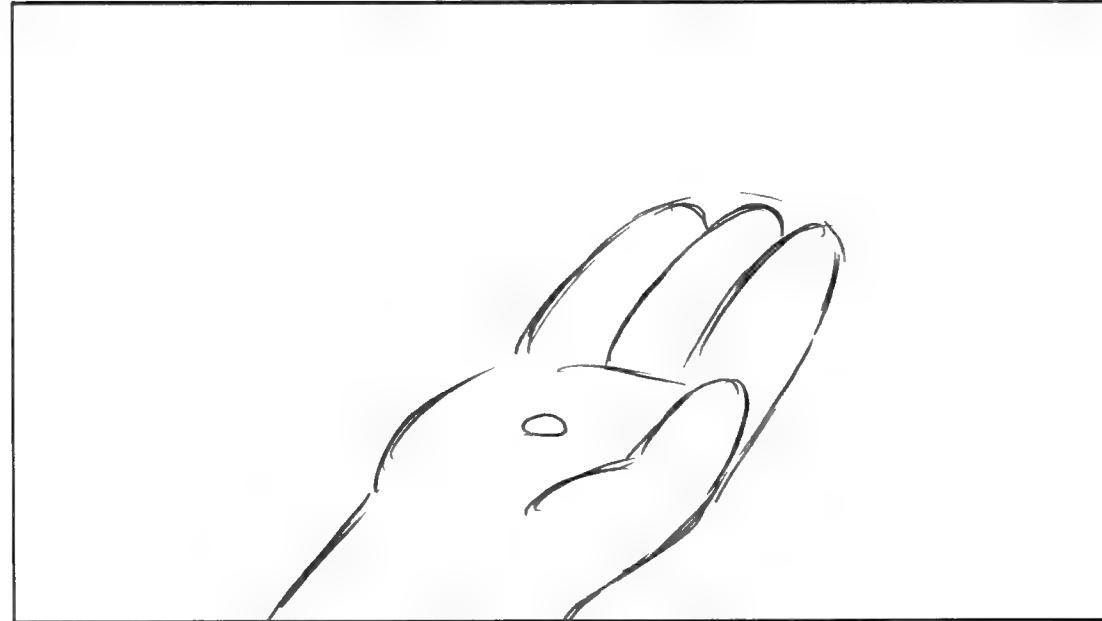
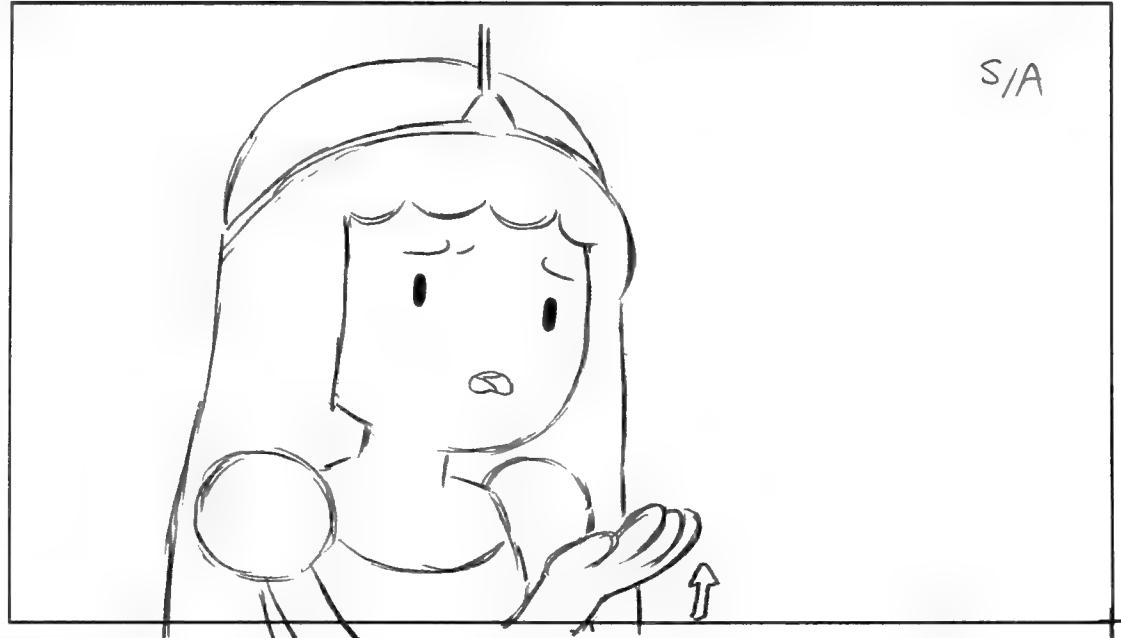
Sc.

Pnl. A

Bg.

day night

Page 305



Dialog:

PB: <SIGH>

Action:

- PB LOOKS AT HAND.

- JELLY BEAN IS HALFWAY EMERGED
FROM PB'S PALM.

Timing:

Production :

EPISODE #

1042-251

ADVENTURE TIME



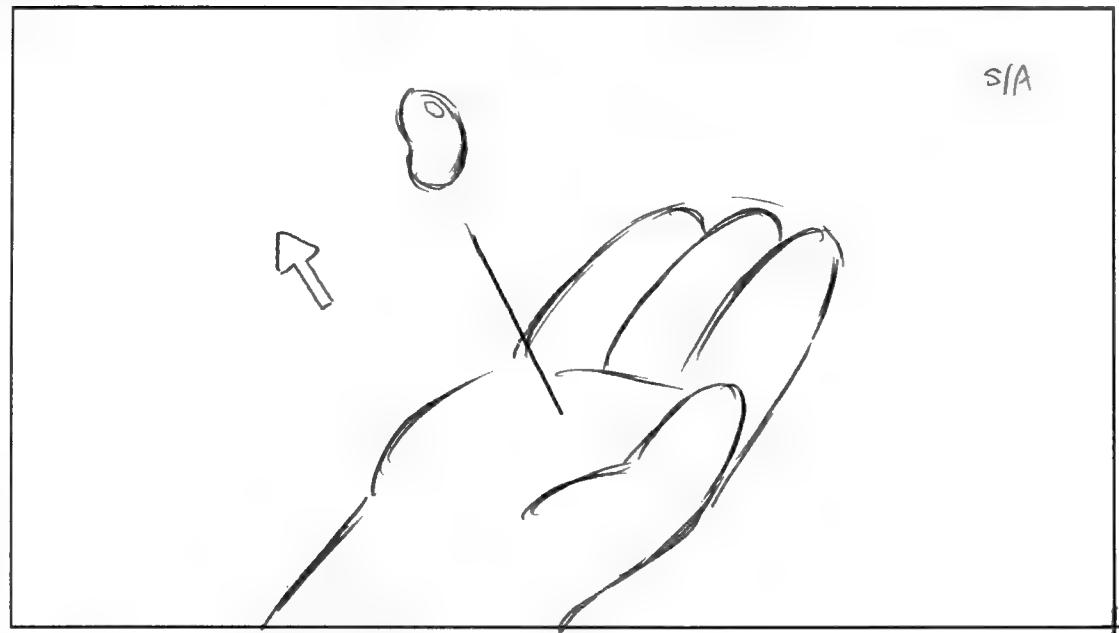
306
Page _____

Sc. 196

Pnl. B

Bg.

day night



Sc. 197

Pnl. A

Bg.

day night



Dialog:

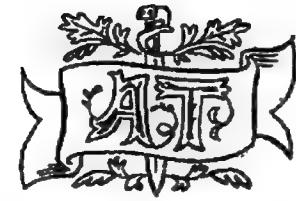
SPX: * SHYUUUU! *

Action:

-PB FIRES JELLY BEAN AT HIGH VELOCITY.

Timing:

ADVENTURE TIME

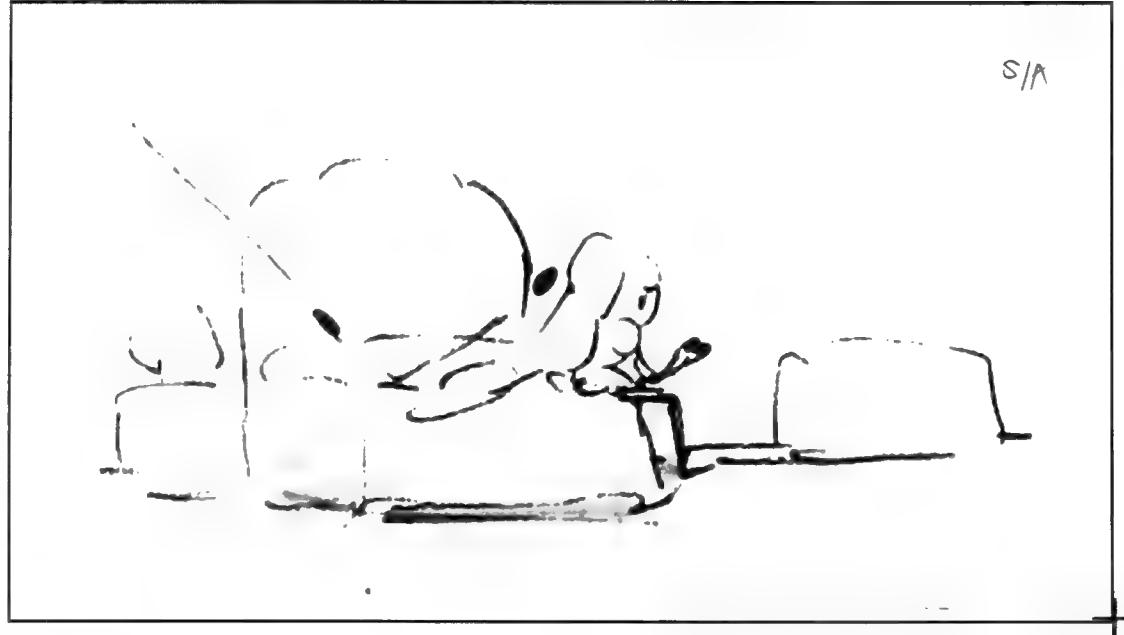


Sc. 197

Pnl. B

Bg.

day night



197

Pnl. C

Bg.

day night



Page 307

Dialog:

SFX: * PEOW - PEOW - PEOW *

PB: OW!

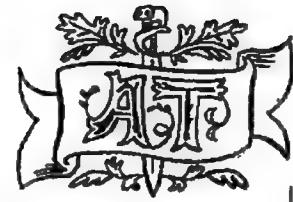
Action:

- JELLY BEAN RICOCHETS AROUND ROOM,

- JELLY BEAN BOUNCES OFF BED AND HITS PB ON THE BACK OF HER HEAD.

Timing:

ADVENTURE TIME



Sc. 197

Pnl. 0

Bg.

day night

Sc. 198

Pnl. A

Bg.

day night

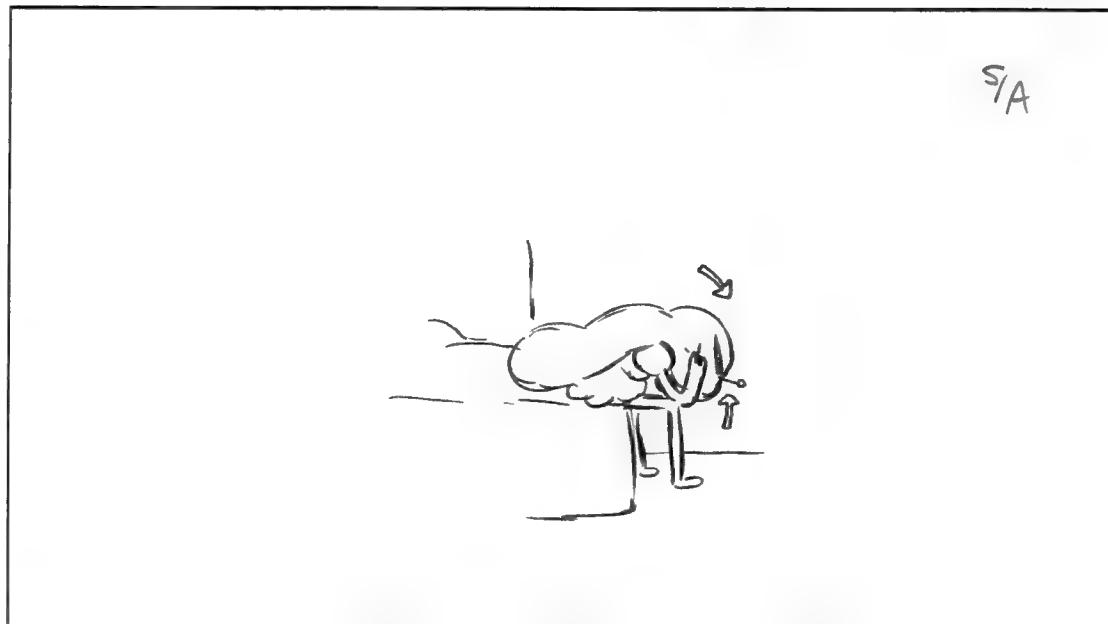
Page 308

No
P.309

EPISODE #

1042-256

Production :



S/A



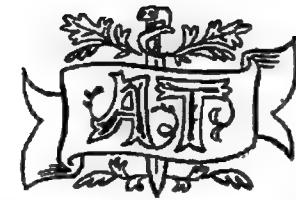
Dialog:

Action:

-PB DOUBLES OVER.

Timing:

ADVENTURE TIME



198

Sc.

Pnl. B

Bg.

day night

198

Sc.

Pnl. C

Bg.

day night

Page 310
No. P.309



Dialog:

Action:

Timing:

Production :

EPISODE #

1042-256

ADVENTURE TIME

198

Sc.

Pnl. D

Bg.

day night

Sc. 201

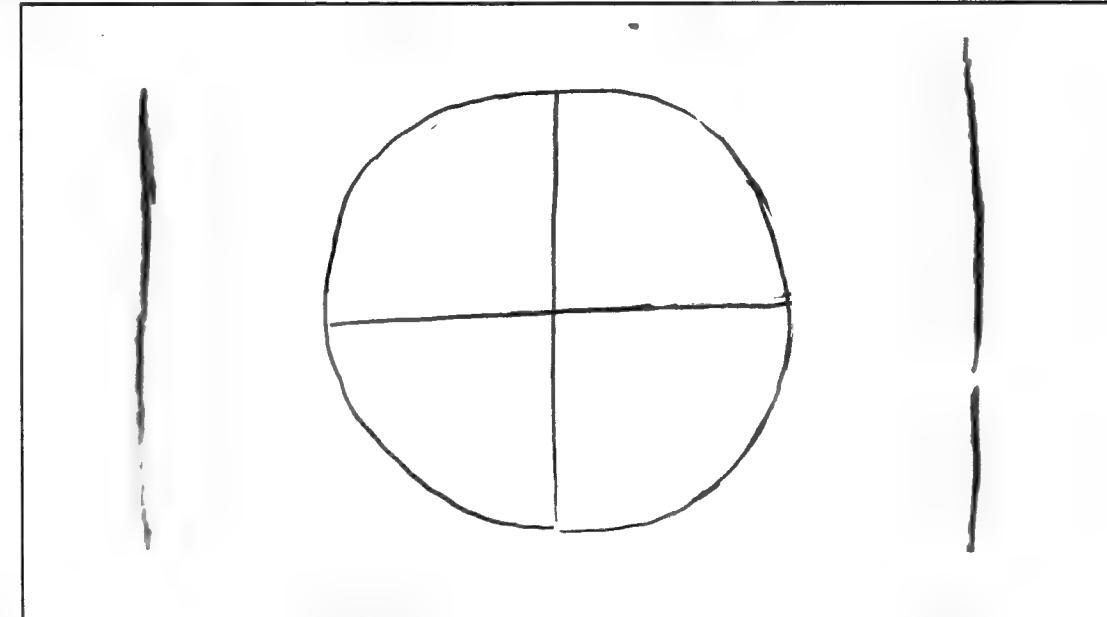
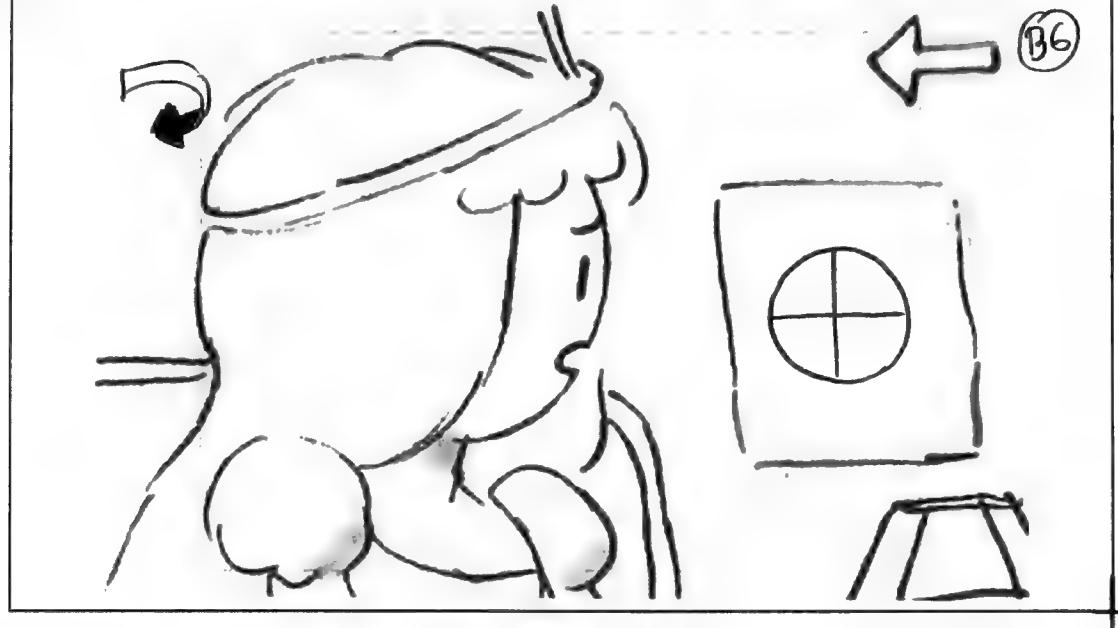
Pnl. A

Bg.

day night

No sc. 199-
200

Page 311



Dialog:

PB: m AAAN.

Action:

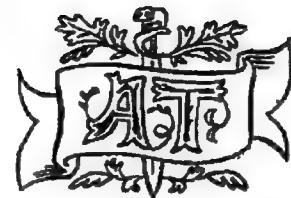
- PB TURNS

- BG PANS TO REVEAL PAPER ON WALL.

- CU of ELEMENTAL SYMBOL.

Timing:

ADVENTURE TIME



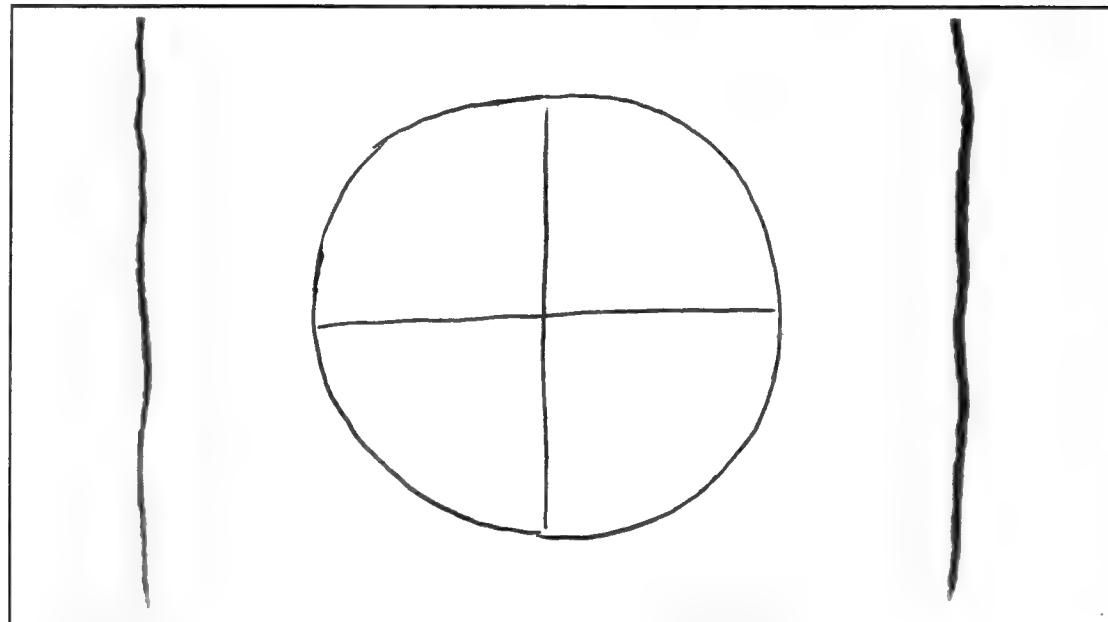
Page 312

Sc. 261

Pnl. "B"

Bg.

day night

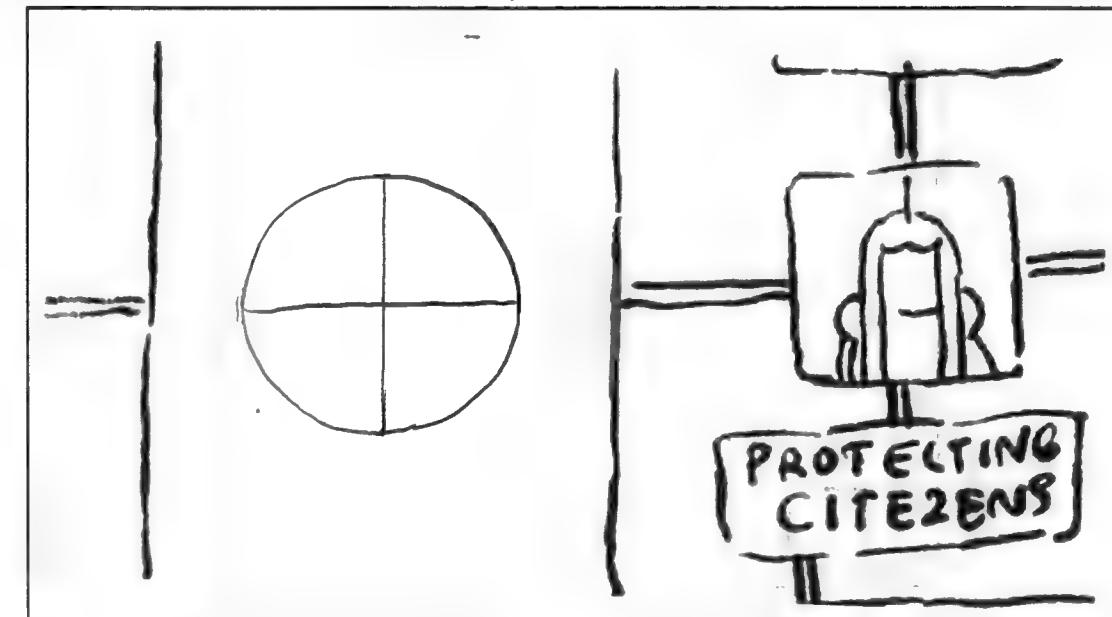


Sc. 202

Pnl. A

Bg.

day night



Dialog:

SFX: WHISTLE

Action:

- X DISSOLVE TO SAME
SYMBOL ON ICE KINGDOM WALL.

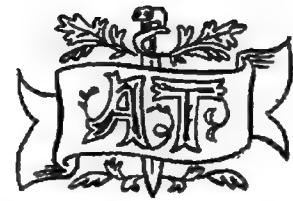
Timing:

Production :

EPISODE #

1042-256

ADVENTURE TIME



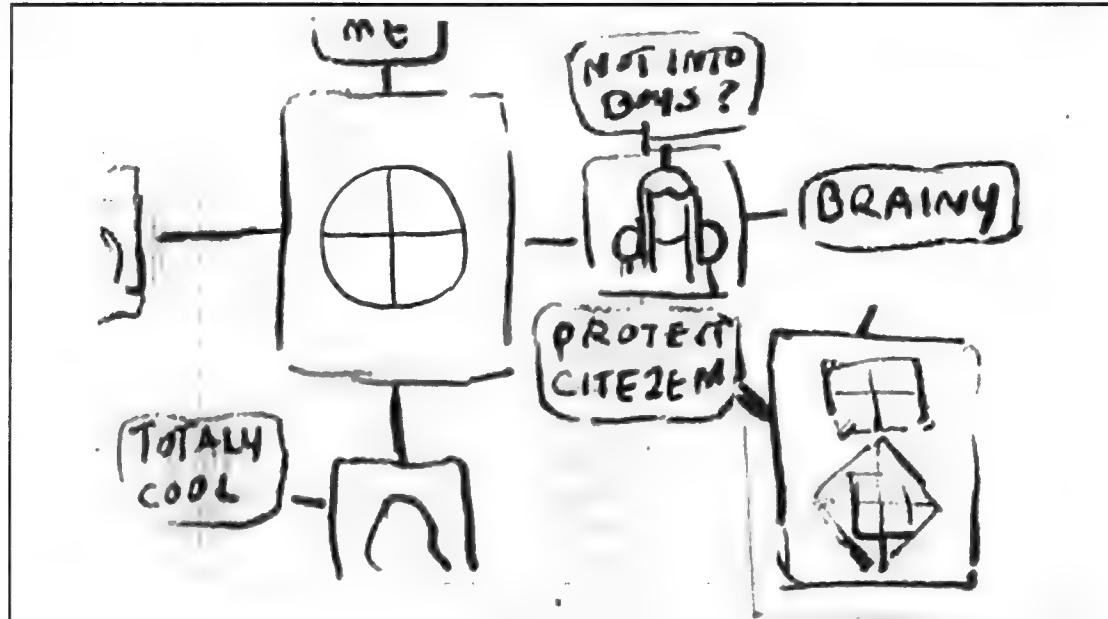
Page 813

Sc. 203

Pnl. A

Bg.

day night

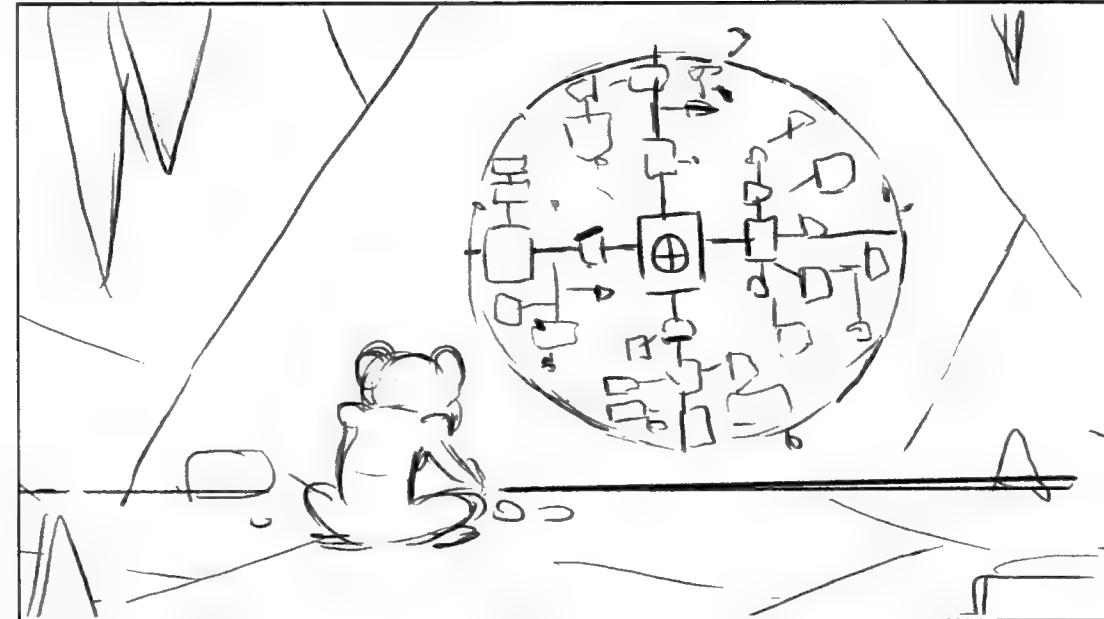


Sc. 204

Pnl. A

Bg.

day night



Dialog:

SFX: * WHISTLE *

Action:

- REVEAL "CRIME BOARD" WITH INFO ABOUT PB, FLAME PRINCESS, AND SLIME PRINCESS.
- PATIENCE SITS ON THE GROUND.

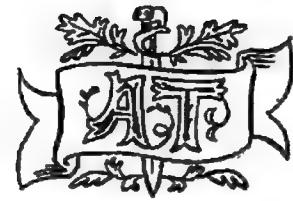
Timing:

EPISODE #

Production :

1042-256

ADVENTURE TIME



Page 314

Sc. 265

Pnl. A

Bg.

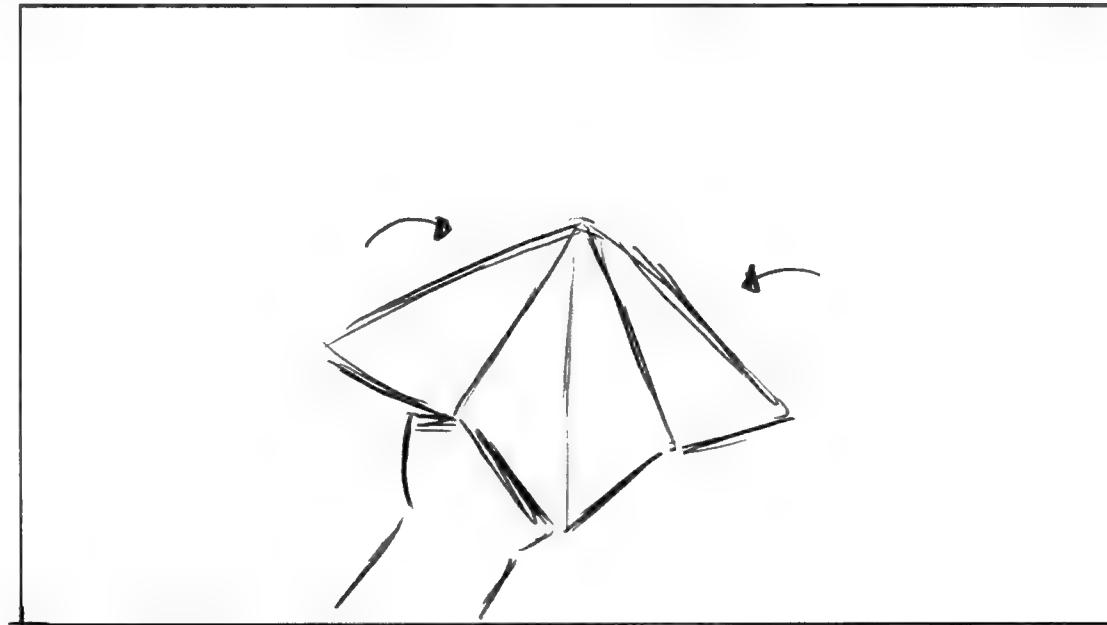
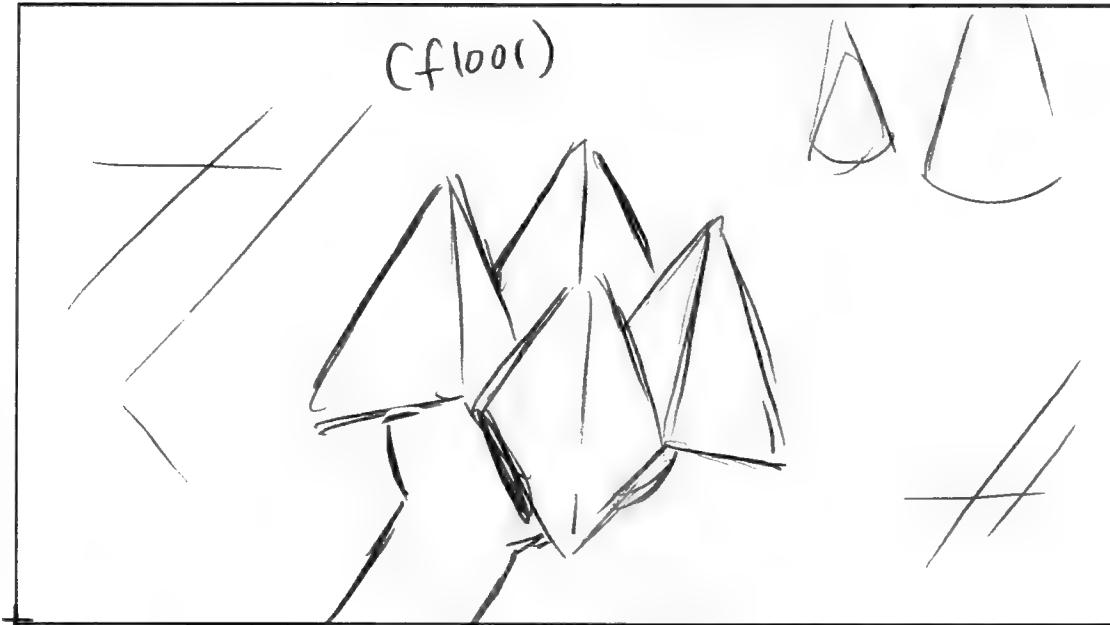
day night

Sc. 265

Pnl. B

Bg.

day night



Dialog:

SFX: * FWIP * FWIP *

Action:

Timing:

Production :

1042-256

EPISODE #

ADVENTURE TIME



Page 315

Sc. 206

Pnl. A

Bg.

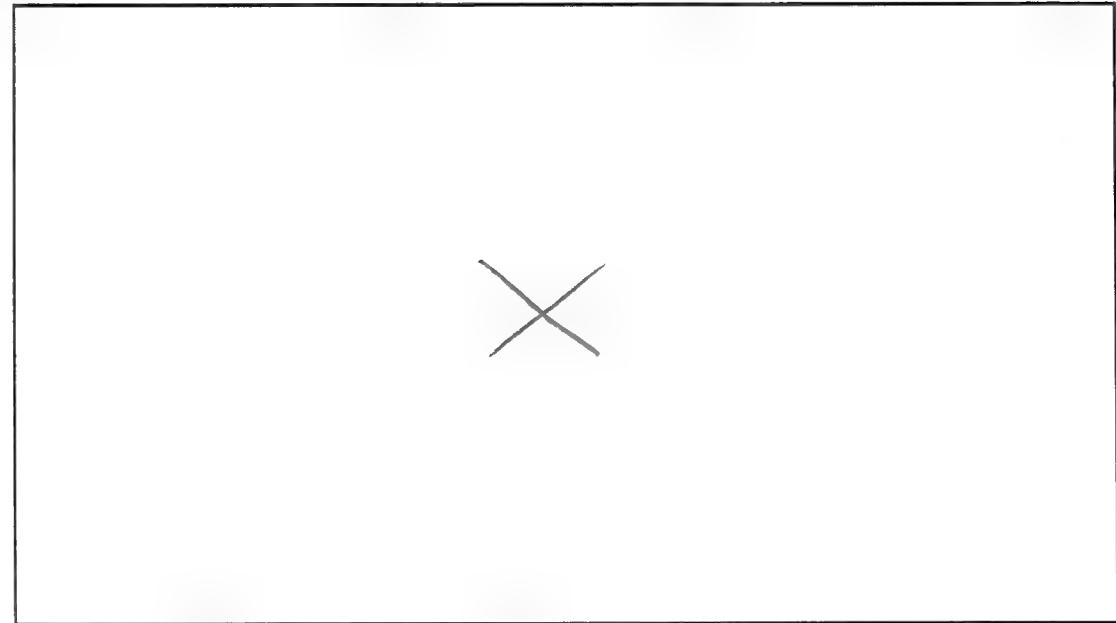
day night

Sc.

Pnl.

Bg.

day night



Dialog:

SFX: CRUMPLE SOUNDS

Action:

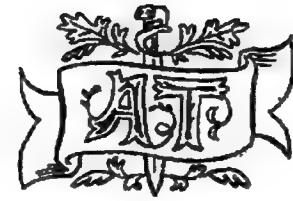
- PATIENCE UNFOLPS FORTUNE TELLER.

Timing:

Production :

EPISODE # 1042-25L

ADVENTURE TIME



Page 316

Sc. 206

Pnl. B

Bg.

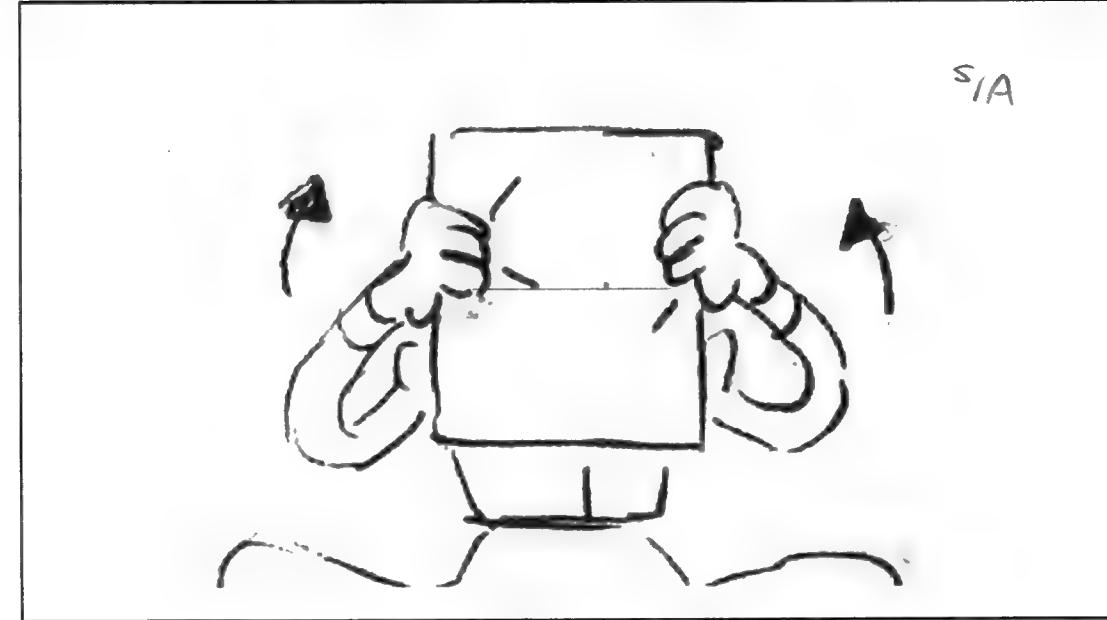
day night

Sc. 206

Pnl. C

Bg.

day night



Dialog:

ST. P. WHISTLE

Action:

- PATIENCE HOLDS UP PAPER

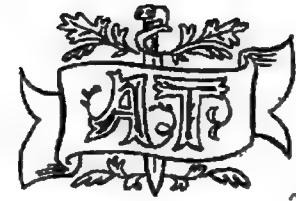
Timing:

EPISODE #

Production :

1042-25L

ADVENTURE TIME



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Sc. 206

Pnl. D

Bg.

day night

Sc.

206

Pnl. E

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE # 1042-25L

ADVENTURE TIME



Sc. 206

Pnl. F

Bg.

day night

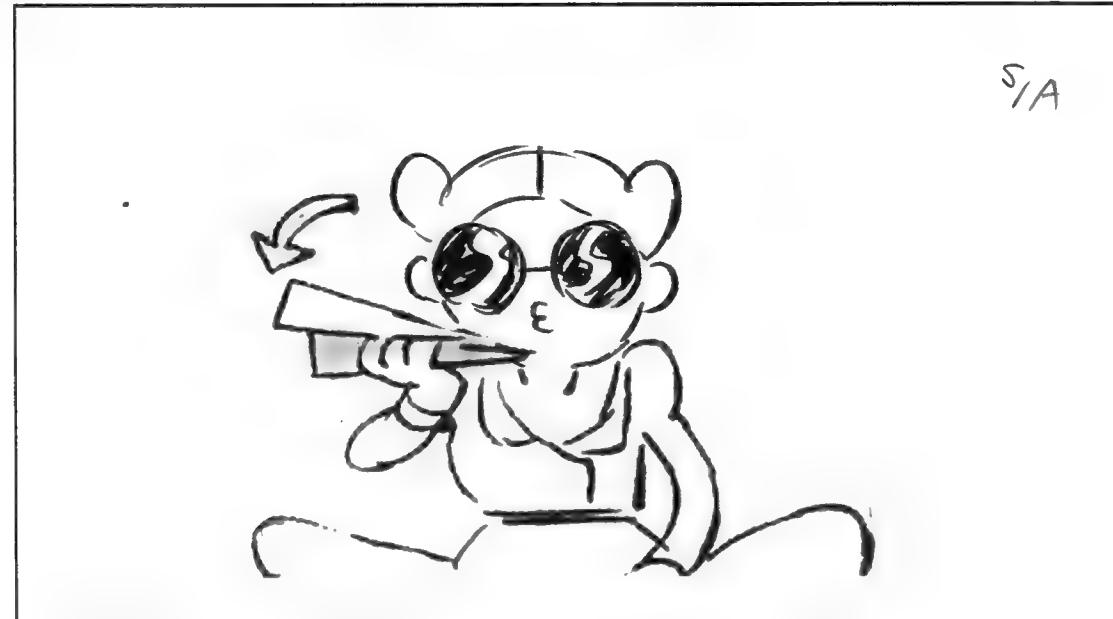
Sc. 206

Pnl. G

Bg.

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day night



Dialog:

Action:

-PATIENCE FOLDS PAPER AIRPLANE.

Timing:

Production :

EPISODE #

1042-251

ADVENTURE TIME



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Sc. 204

Pnl. H

Bg.

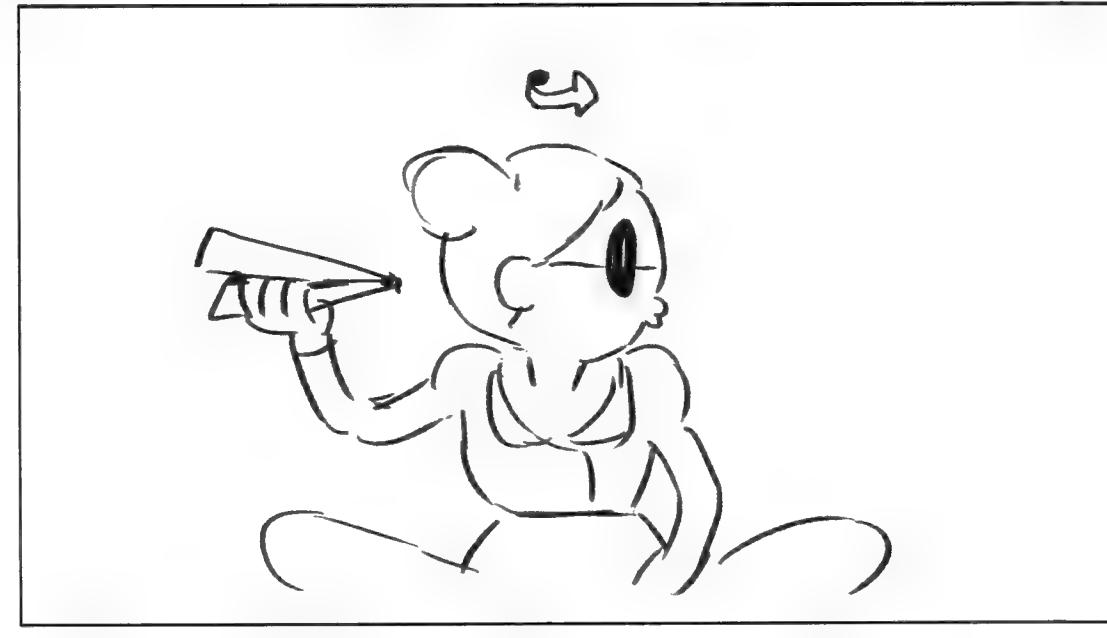
day night

Sc. 206

Pnl. I

Bg.

day night



Dialog:

SFX: * KISS *

Action:

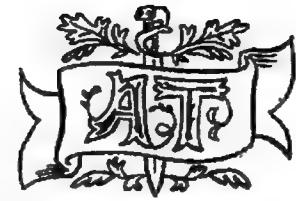
Timing:

Production :

EPISODE #

1042-256

ADVENTURE TIME



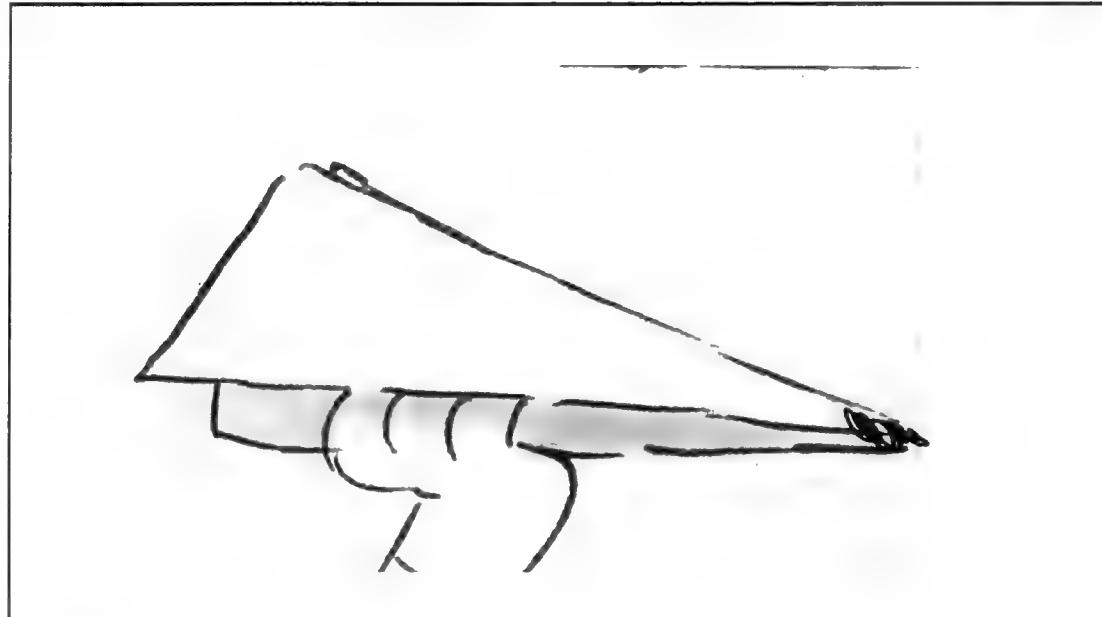
Page 320

Sc. 207

Pnl. A

Bg.

day night

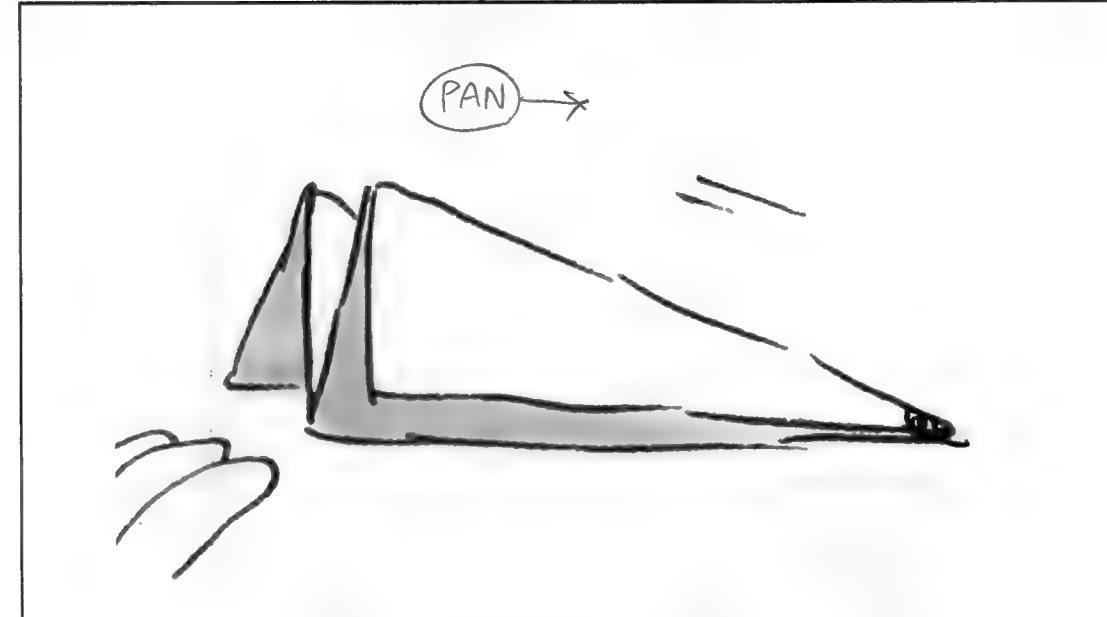


Sc. 207

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

1042-25L

EPISODE #

Production :

ADVENTURE TIME



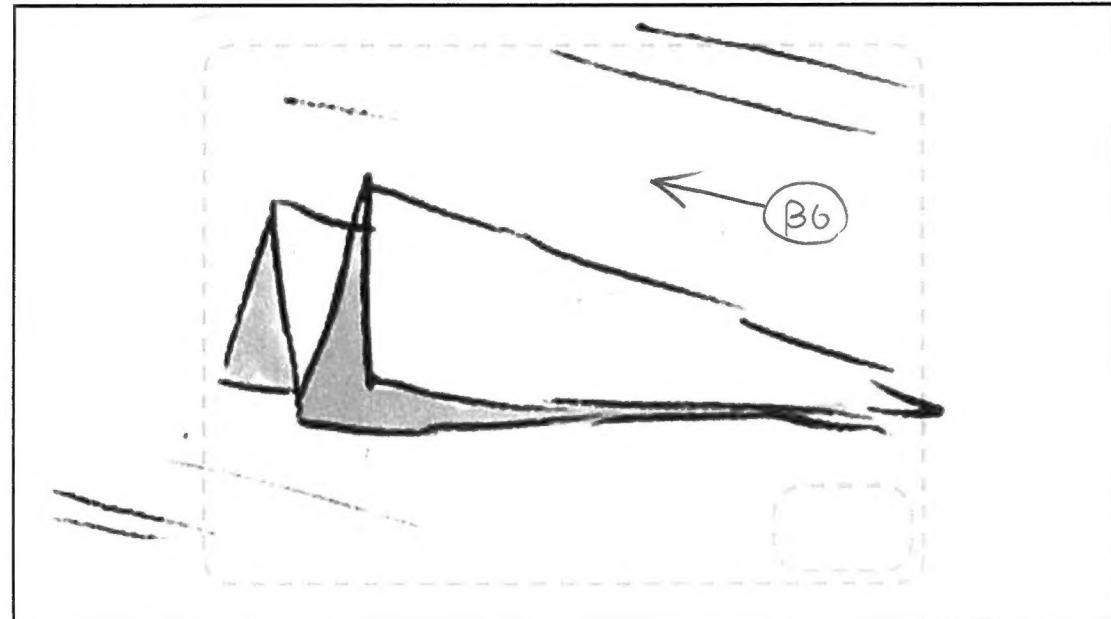
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Sc. 207

Pnl. C

Bg.

day night

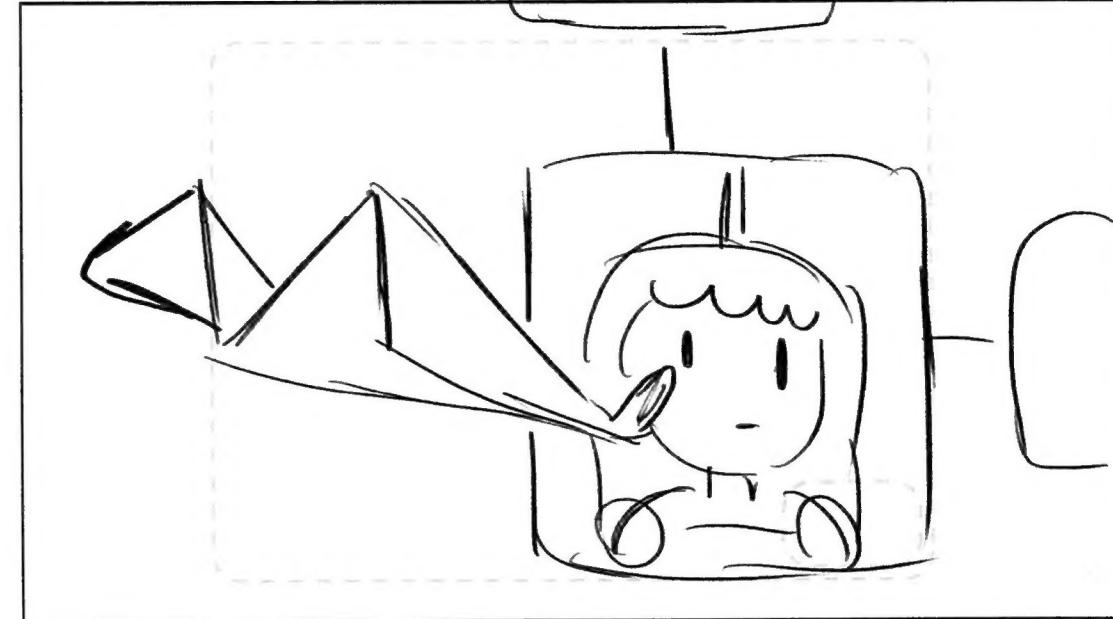


Sc. 207

Pnl. D

Bg.

day night



Dialog:

Action:

- PAPER AIRPLANE HITS PICTURE of PB.

Timing:

Production :

EPISODE #

1042-25L

ADVENTURE TIME



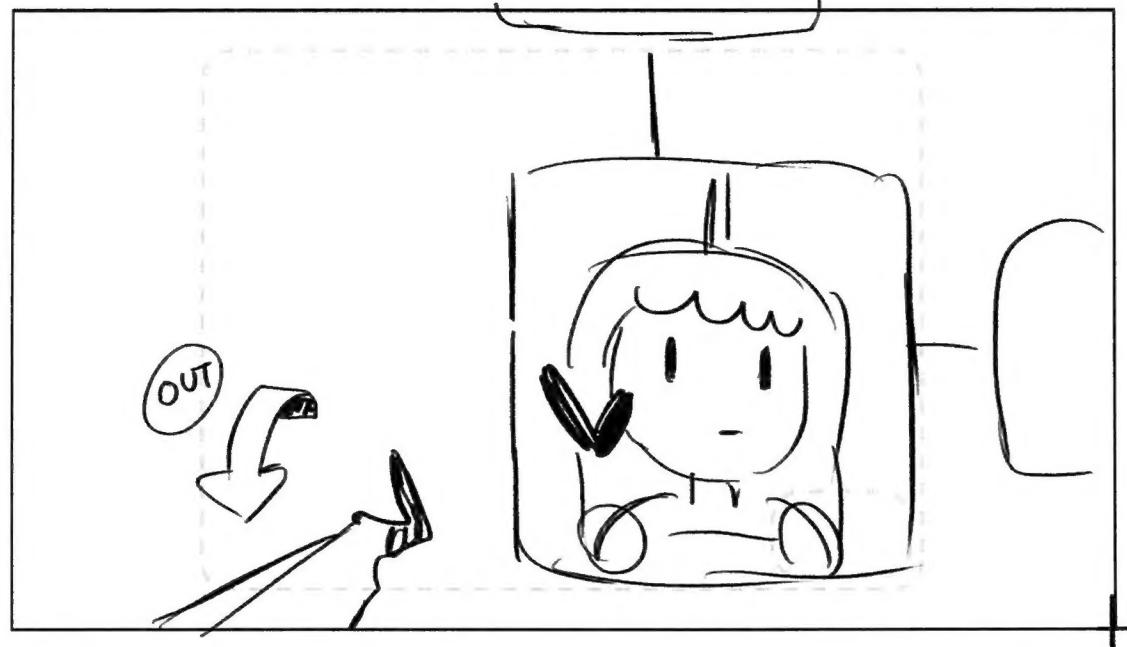
Page 322

Sc. 207

Pnl. E

Bg.

day night



Sc. 208

Pnl. A

Bg.

day night



Dialog:

ST.P : + WHISTLG. +

Action:

(lipstick smudge)

Timing:

EPISODE #

Production :

1042-256

ADVENTURE TIME



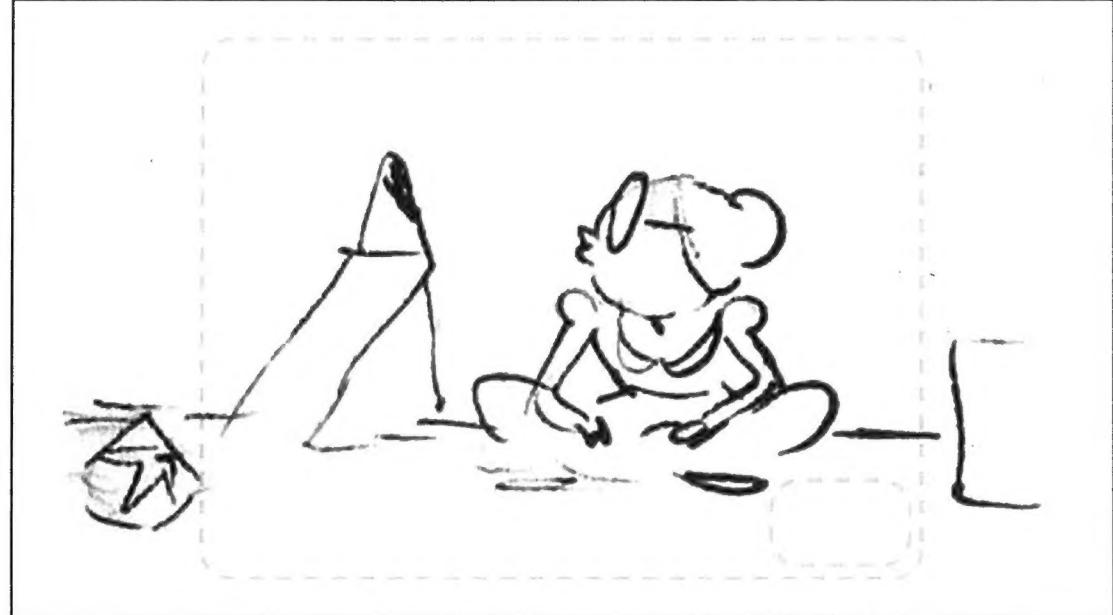
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Page _____

Sc. 208

Pnl. B

Bg.

day night



Sc. 208

Pnl. C

Bg.

day night



Dialog:

IK WILL YOU KEEP IT DOWN
DOWN THERE! SOME OF US
HAVE TO WORK TOMORROW!

IK: (O/S)
GUNTER, GO TELL
HER ...

Action:

- BEGIN FADE

Timing:

ADVENTURE TIME



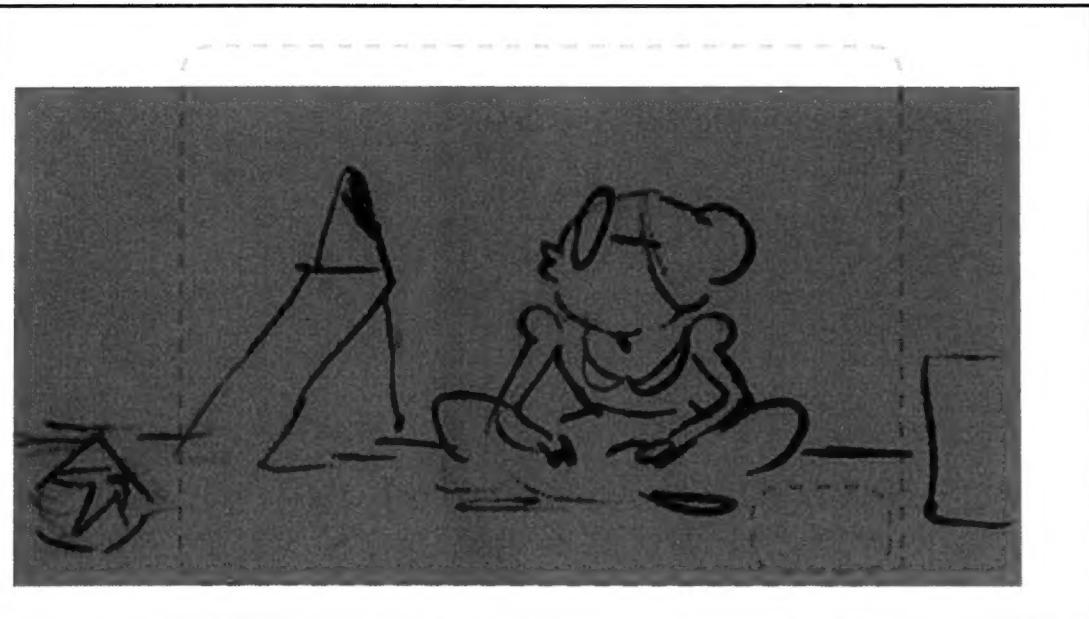
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Bg.

day night

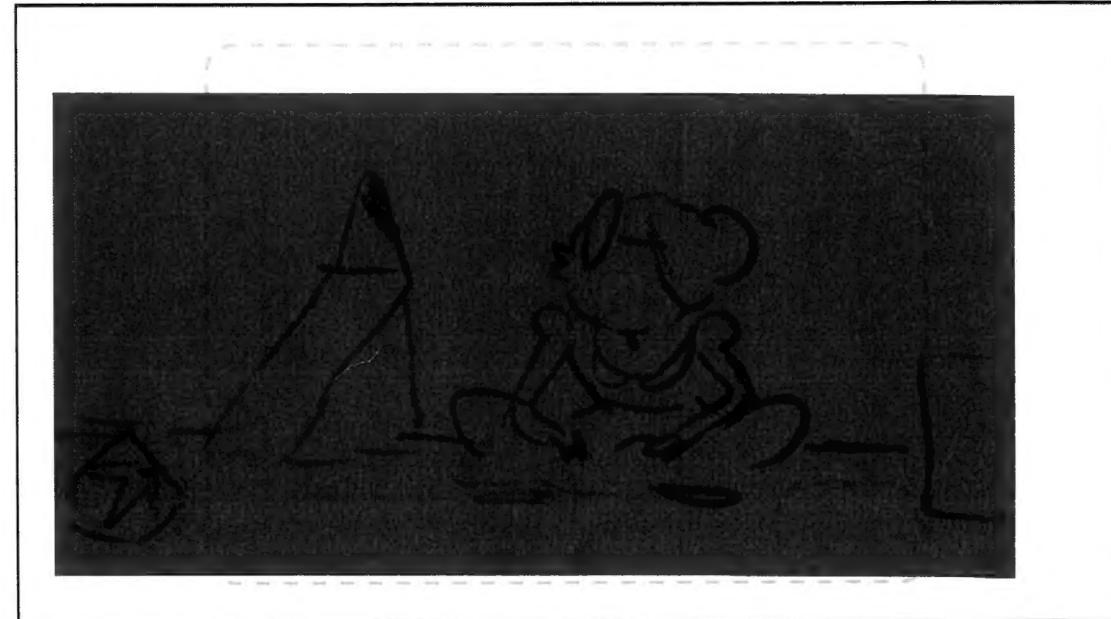


Sc. 208

Pnl. E

Bg.

day night



Dialog:

IG:

WENK! WENK

I.K.:

NO. I'M NOT
JUST TRYNG TO
STEAL YOUR PILLOW...

Action:

-FADE TO BLACK

Timing:

THE
END